SEGA
ISSUE 26 FEBRUARY 1994 £2.50 US$6.5

MEGATECH

MEGADRIVE
AND
MEGA-CD

EL CABRONE
CITY LIMITS
POPULATION
GENESIS
SEGA

CD Armageddon!

GROUND ZERO TEXAS – Sony's $3 million 'movie' reviewed!

SEGA CDX

NEW CONSOLE EXCLUSIVE!!!

SONIC 3

Massive SIX page preview!!!

SHOWTIME U.S.A!

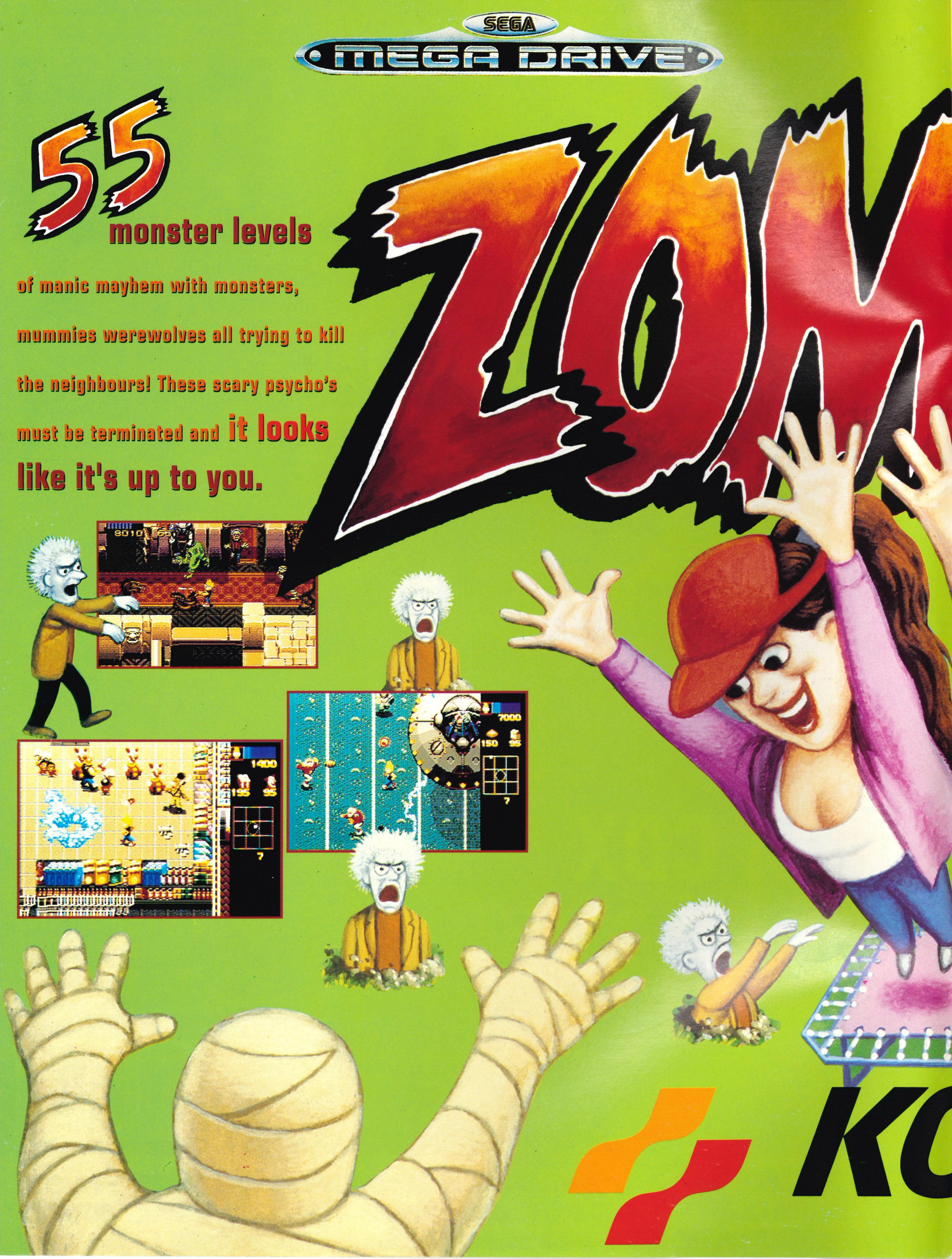
SEVEN pages of exclusive news & gossip!

PRINCE OF PERSIA

Domark's all new cartridge version

03
9 770964 576019

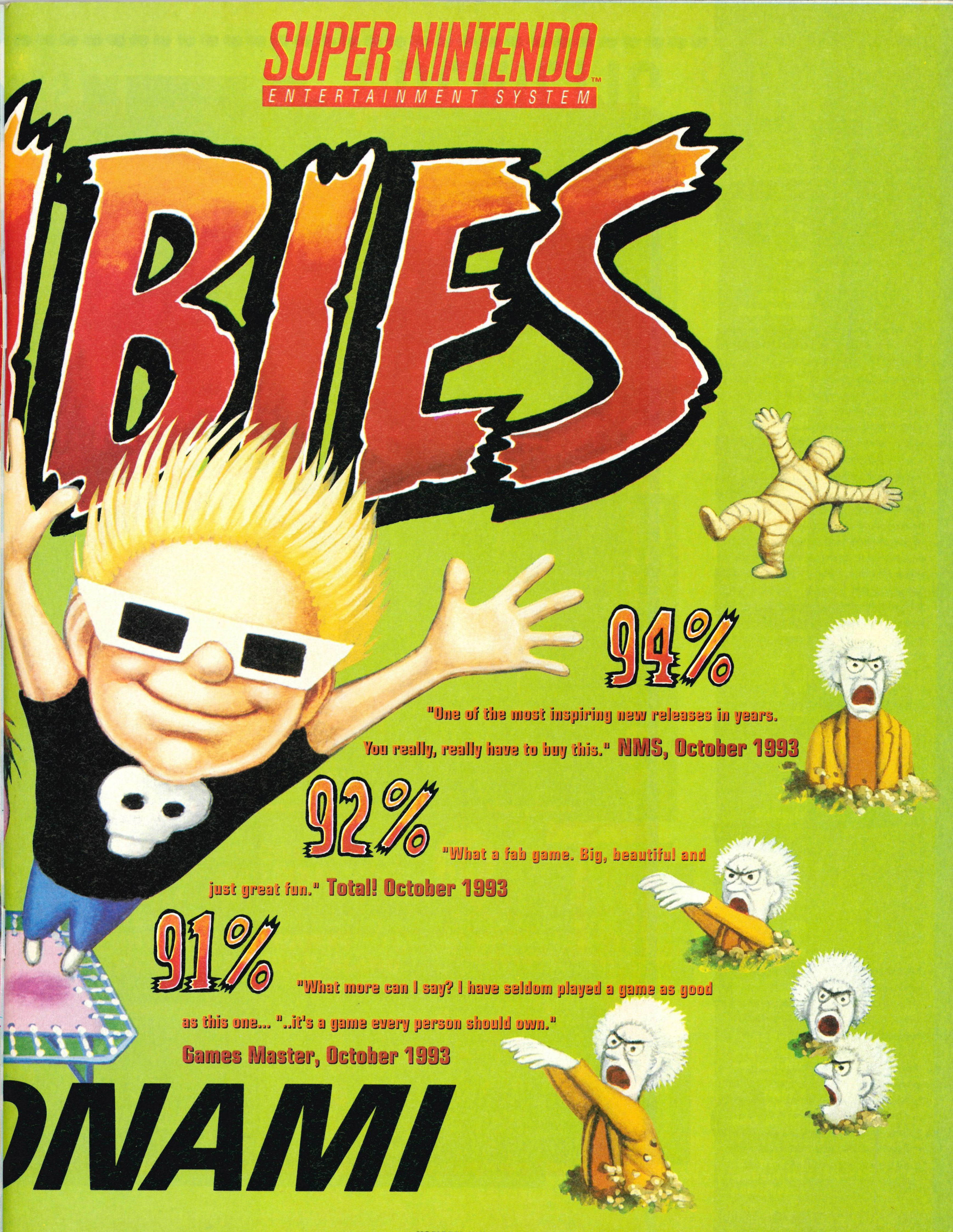
INSIDE: FIDO DIDO ● CASTLEVANIA ● MONKEY ISLAND CD ● AWESOME POSSUM ● TERMINATOR CD ● MAD DOG McCREE ● UNCHARTED WATERS ● WINTER OLYMPICS ● BEAUTY & THE BEAST ● IMPOSSIBLE MISSION ● SKELETON CREW + MANY MORE!


SEGA
MEGA DRIVE
ZOM
KO

55

monster levels

of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and **it looks like it's up to you.**


SUPER NINTENDO
ENTERTAINMENT SYSTEM
BIES
ONAMI

94%

"One of the most inspiring new releases in years. You really, really have to buy this." **NMS, October 1993**

92%

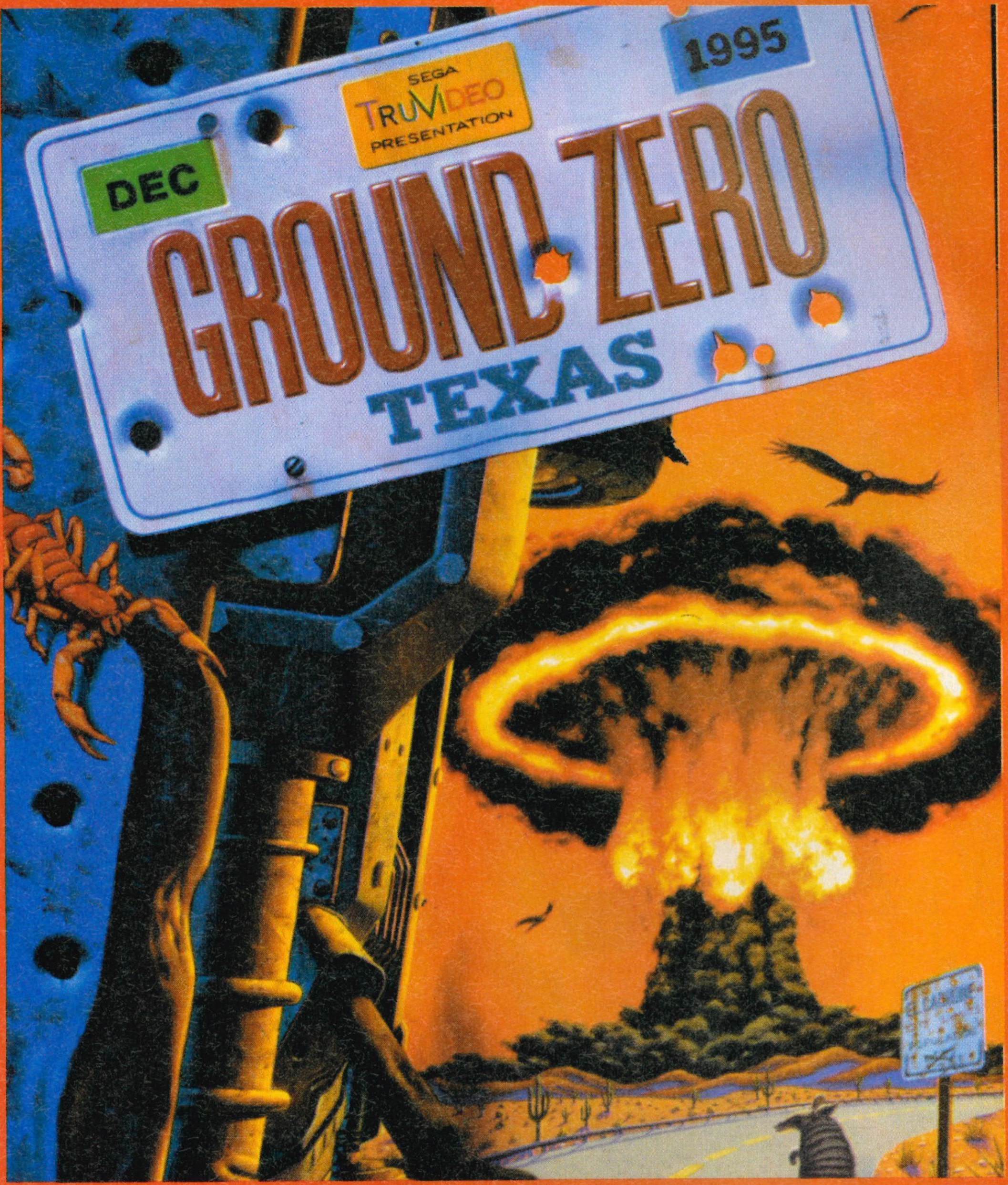
"What a fab game. Big, beautiful and just great fun." **Total! October 1993**

91%

"What more can I say? I have seldom played a game as good as this one... "..it's a game every person should own."

Games Master, October 1993

CONTENTS


SEGA
TRUVIDEO
PRESENTATION
DEC
1995
GROUND ZERO
TEXAS

GROUND ZERO TEXAS

Believe it or not $3 million of Sony's cash was spent producing this movie-cum-shoot'em up bonanza. But does it cut the proverbial mustard? (Which proverb is that, eh? – Pam)

PLAZA SQUARE
295
1070
01:17:35:35
1
2
3
4

SAT-COM TRANSMISSION
MAIN STREET
266
890
01:14:32:45
1
2
3
4

PREVIEWS

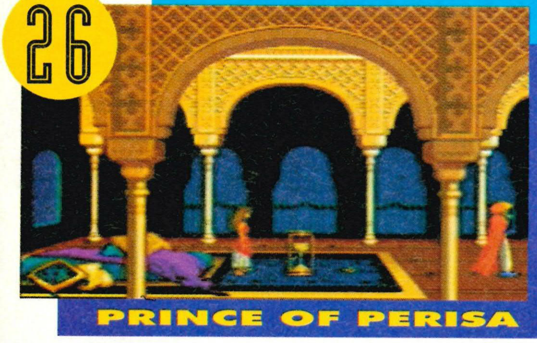
What can we say! Six whole stonkingly groovy pages all about our spiky friend's third visit to the Mega Drive.

➲ 20 SONIC 3
➲ 26 PRINCE OF PERSIA
➲ 30 CLIFFHANGER CD
➲ 32 IMPOSSIBLE MISSION
➲ 34 MEGA RACE
➲ 36 SKELETON CREW

32

IMPOSSIBLE MISSION

26



PRINCE OF PERISA

REVIEWS

We've got some smashing reviews for you this month including a whopping eight Mega-CD games and some superb carts as well

➲ 48 MAD DOG MCCREE
➲ 50 GROUND ZERO TEXAS
➲ 54 CASTLEVANIA
➲ 58 FIDO DIDO
➲ 60 UNCHARTERED WATERS
➲ 62 SECRET OF MONKEY ISLAND
➲ 64 TERMINATOR CD
➲ 68 DRAGONS LAIR
➲ 70 JURASSIC PARK CD
➲ 74 AWESOME POSSUM
➲ 78 WINTER OLYMPICS
➲ 80 WWF RAGE IN THE CAGE
➲ 82 ROAR OF THE BEAST
➲ 84 BELLE'S QUEST
➲ 86 CHUCK II: SON OF CHUCK

78

WINTER OLYMPICS

REGULARS

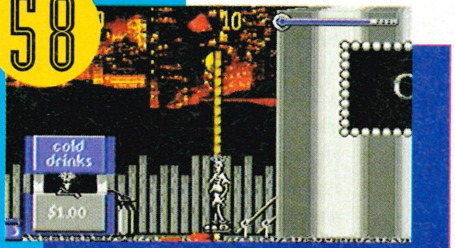
Regular articles, they're great aren't they! Every month they appear without fail and every month... you get the idea.

➲ 8 MEGA WORLD
➲ 43 LETTERS
➲ 88 TECHNIQUE ZONE
➲ 97 MEGASELL
➲ 100 VERSUS MODE
➲ 106 INDEX

54

CASTLEVANIA

58



FIDO DIDO

MEGATECH

PUBLISHER:
Hugh Gollner

DEPUTY EDITOR:
Allie West

PRODUCTION SHEETS BY:
Pam Norman (Oh and flat plan as well)

ART EDITORS:
Caroline Wilkins
Hugh Gollner

STAFF WRITERS:
Julian Connolly
Lloyd Howe
Johnny "Jag" McAlleice

U.S.A CORRESPONDENT
John "what luggage?" Davison

CONTRIBUTING WRITERS
Paul Glancey

ADVERTISING
Simon Jones
Carolyn Wood

FINANCIAL WHIZZ-KID
Richard Hawkins

A BIG THANKS TO THE CHAPS AT EMAP:
Steve Merrett
Jeff Zie
Mark Holmes
Aileen O'Donnell
Tom Guise
Jerry Hall
David Kelly

PUBLISHED BY:
Maverick Magazines Ltd,
16-17 Hollybush Row,
Oxford OX1 1JH

TELEPHONE:
(0865) 202770

FAX:
(0865) 202771

PRINTED BY:
William Gibbons & Sons

DISTRIBUTED BY:
UMD

MegaDrive is a trademark of Sega Corporation Megatech is not an official Sega Publication

Copyright Maverick Magazines Ltd. All rights reserved. No part of this magazine may be reproduced, stored in a retrieval system or transmitted in any form whatsoever without the permission of the publishers.

MW MEGAWORLD

MEGATECH INTERNATIONAL NEWS NETWORK

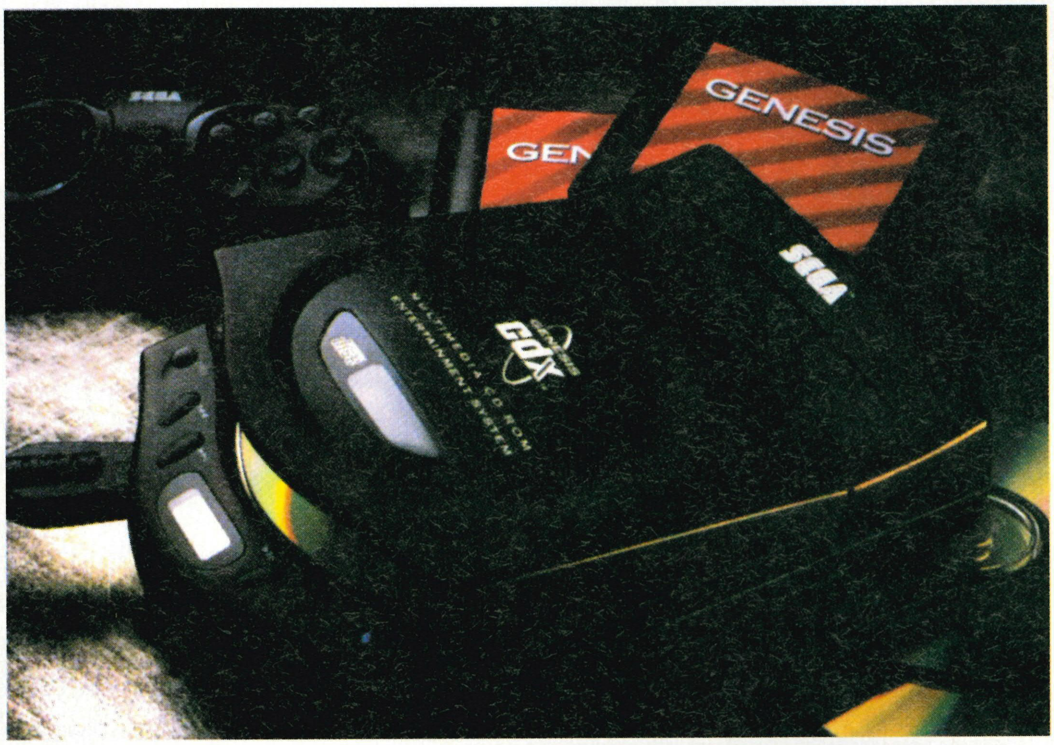
MEGATECH: NEW OWNERS

Your favourite Mega Drive magazine has a new owner this month. Maverick Magazines has bought the title from its previous owners, EMAP. What will this mean for the worlds best Mega Drive mag? Not much really! Other than better layouts, more pictures, more reviews, more sensational exclusives, competitions and much, much more. All you need to do is sit back and enjoy the best read around!

If you're thinking of writing in to the mag, please note that our new address is:

MEGATECH, Maverick Magazines, 16-17 Hollybush Row, Oxford, OX1 1JH

This month saw the advent of the mighty Winter CES (Consumer Electronic Show) which was held in America's premier city of sin, Las Vegas. We sent our American correspondent, John Davison, over to the show to glean all the latest news, gossip and rumours currently ricocheting through the software industry. On with the show...

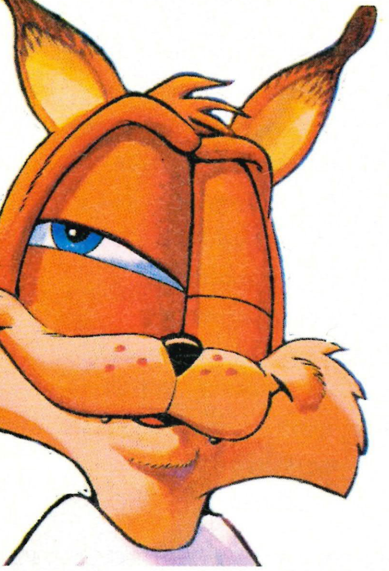


SEGA CDX SYSTEM SENSATION!

Sega like to shock, and it was on perfect form at the show. Stunning onlookers, Sega was proud to show off its new and fascinating Genesis CDX Multimedia Entertainment System. Just a little package, the new unit is a meagre 1.3 pounds, measures a tiny 7.8 inches by 5.5 inches and packs a Mega Drive, Mega-CD and conventional portable CD player into a box slightly bigger than that of a Discman. It has to be seen to be believed! It will retail for an affordable $399 and is packaged with a six-button joypad, Sonic CD, Ecco The Dolphin, Sega Classics and a power adaptor. The unit is a portable CD player but you will unfortunately be unable to run the games unit from battery power - this little baby uses an awful lot of power when in games mode! The unit will be fully compatible with all Mega Drive cartridges as well as Mega-CD's, audio CD's and CDG titles.

As is a familiar story these days it is uncertain whether us Brits will see this revolutionary bit of kit here, but we can at least keep our fingers crossed and our lips wet with anticipation!

BUBSY II

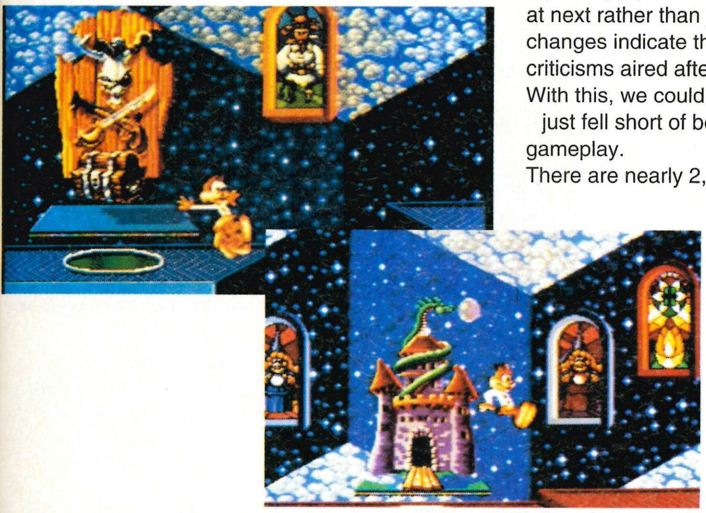


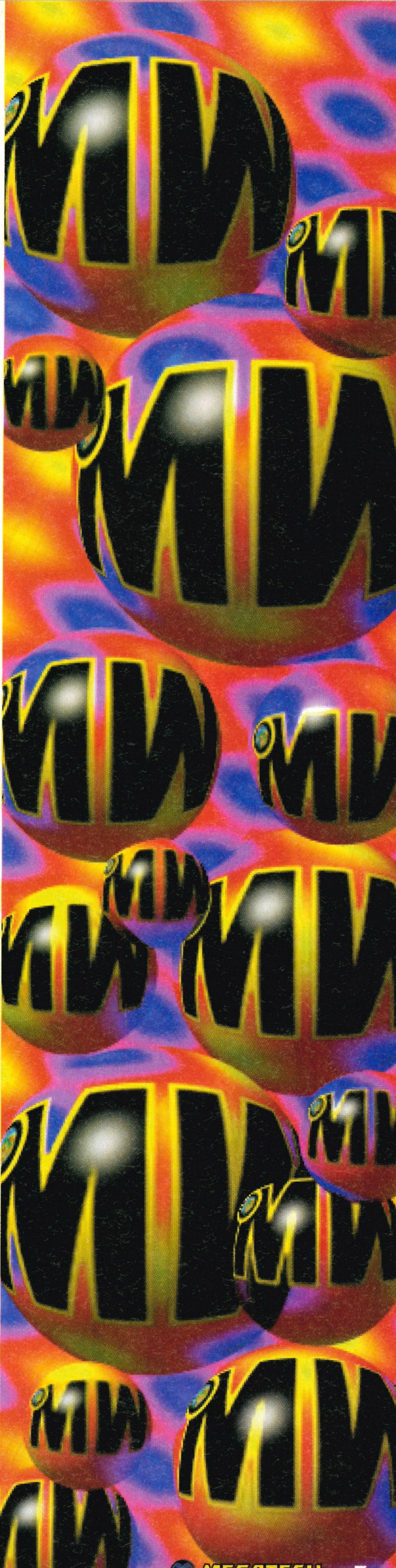
Just when you thought you'd seen the last of Accolade's Bobcat with attitude, Bubsy is about to make a comeback is the cunningly titled Bubsy II! Not exactly receiving the warmest of welcomes when released late last year, the developers have restructured and greatly enhanced the forthcoming sequel. We will be seeing a variety of new characters including some corkingly named bods as Virgil Reality, Arnold Dillo and Oinker P Spamm! There will also be new and enhanced levels as well as a different graphical style for both the backgrounds and sprites.

The game will be a whopping 16meg cart featuring faster gameplay (is this possible?) and some impressive background parallax. The developers are trying to incorporate the distinctive graphical style seen within the new Bubsy cartoon (which we will apparently be seeing here 'eventually', whatever that means!) by giving the characters more depth and personality.

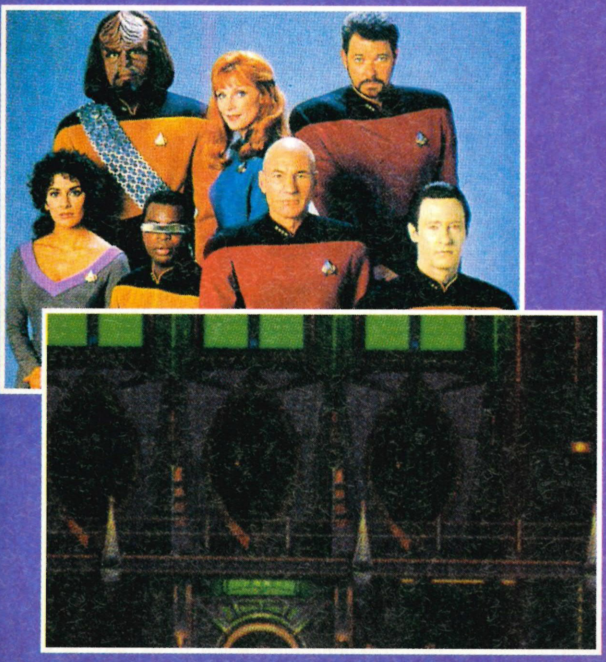
As far as the gameplay goes though, Bubsy II will be about the same size as the original but the game will be less linear allowing the gamer to choose how the game unfolds. Seemingly you will be able to select which level to have a bash at next rather than just plodding through it systematically. These changes indicate that the developers have acted on the criticisms aired after Bubsy: Claws Encounters hit the streets. With this, we could be in for a real stunner as the original only just fell short of being a classic due to some minor flaws in the gameplay.

There are nearly 2,000 different worlds included within the game and it is boasted that there is over 100 hours of potential playing time on offer. Not one to be passed over, we should be looking at this within the next couple of months.





STAR TREK: THE NEXT GENERATION

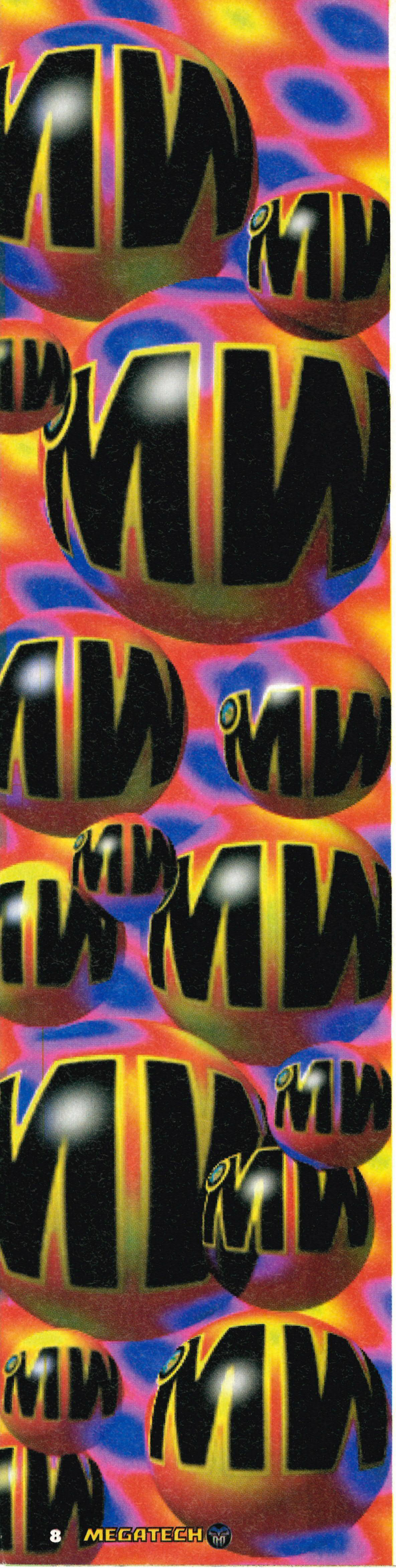


Perhaps one of my highlights of the show was the showcasing of Spectrum Holobyte's forthcoming RPG based on the acclaimed Star Trek: The Next Generation TV series. Incorporating a number of varying gameplay styles such as adventure, arcade and puzzle-based elements, this will appeal to a wide range of gamers as well as faithful Trekkies.

The game is not based on any particular episode, neither will it conform to the forthcoming movie scripts, instead it is a completely original storyline featuring the characters from the series. You will be able to get your hands on (although not literally) Captain Picard, Commander Riker, Lieutenant Data, Counsellor Troi and so on, as you attempt to unravel a hearty mystery!

There are nearly 2,000 different worlds included within the game and it is boasted that there is over 100 hours of potential playing time on offer. Not one to be passed over, we should be looking at this within the next couple of months.

Also, Playmates are working on a Deep Space Nine game for the Mega Drive as well as the SNES. Due for release in the autumn the game is shaping up nicely.

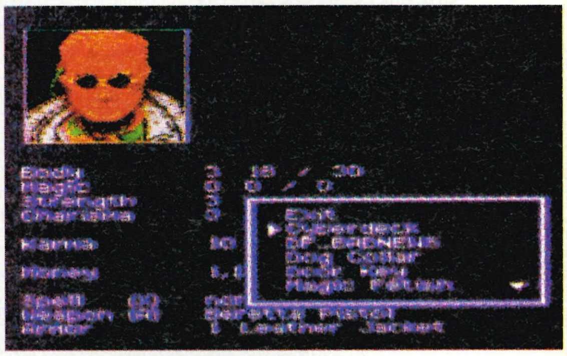


SONIC THE HEDGEHOG DAY

Yet more Sonic the Hedgehog hype! Now that Sonic Tuesday is out of the way and Mortal Monday is long forgotten, Sega are pressing on with Hedgehog Day. Taking the Michael out of Groundhog Day, which incidentally really exists (watch the Bill Murray film of the same name!), Hedgehog Day sees Sonic 3 receiving a global release on February 2nd.

What with Sonic 2 breaking all known shipping records, and then having that completely stomped on by Acclaim's phenomenally successful Mortal Kombat, Sega are convinced that it will reclaim the record with Sonic 3. What we would like to know is, how many more games can they milk out of one (although absolutely brilliant) idea?

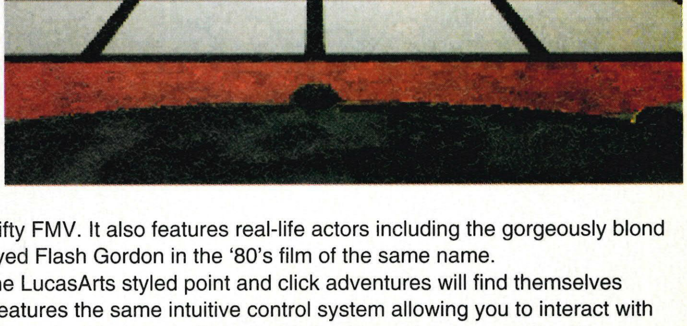
SHADOWRUN



By far one of the most amazing RPG's ever, Shadowrun will now be converted from the Super Nintendo to the Mega Drive. Scheduled for release in April, this cyberpunkish RPG is set in the year 2053 and places you in the role of a young man, cybernetically altered and suffering from amnesia. By interacting with the other characters and 'jacking' in to the 'Matrix' - a virtual reality computer - you must hire Shadowrunners to find out who you are and help you solve a massive corporate mystery.

Having personally played the SNES version I can honesty say that Mega Drive owners are in for a real treat when this game finally appears. It is one of the most complex, enthralling and atmospheric games ever to grace the video games industry and, without barking up it's already blooming tree further, you MUST watch out for this newie.

RETURN TO ZORK



It's about time that we saw some kicking adventure games on the Mega Drive and Mega-CD, and finally somebody has decided to do something about it. The recently released PC graphic adventure, Return To Zork is about to grace the Mega-CD later in the year. Developed by Activision it is based on classic text-driven adventures of old, but with suped-up graphics and game engine. Utilising the CD to it's fullest Return To Zork features stunning graphical effects and some nifty FMV. It also features real-life actors including the gorgeously blond (or so says Allie!) Sam Jones who played Flash Gordon in the '80's film of the same name.

For those of you who love the LucasArts styled point and click adventures will find themselves quite at home with Return To Zork. It features the same intuitive control system allowing you to interact with characters and objects with ease - apparently, this game will work with the Mega Mouse as well as the joypad. Although the colours will be reduced somewhat from the original PC version the graphics are surprisingly alike. However, we are unsure as to how the game will perform in 'hands-on' gameplay.

FORTUNATELY you WON'T HAVE TO FACE IT ALONE

MEGA DRIVE
GAUNTLET IV
4 PLAYERS!
TENGEN
16-BIT CARTRIDGE
SEGA

Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

You'll need pump action reflexes to slay swarms of lethal creatures – plus a sky high I.Q. to crack over 90 intricate labyrinths and magic codes.

And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

94% – **MEAN MACHINES**
94% – **MEGATECH**
90% – **MEGA**
83 % – **SEGA PRO**

TENGEN

TENGEN EUROPE, 5 SCIROCCO CLOSE, MOULTON PARK,
NORTHAMPTON NN3 1AP. TEL: (0604) 790785

SEGA GAUNTLET ® IV. ® and © 1985 Atari Games Corporation. Licensed to Tengen Inc. © 1993 Tengen Inc. All rights reserved. 'SEGA' and 'MEGA DRIVE' are trademarks of Sega Enterprises Ltd. © 1993 SEGA ENTERPRISES LTD.

TOMCAT ALLEY CD

The Mega-CD certainly was popular at the show this year. Next up from Sega is a high-speed action flight simulator titled Tomcat Alley. Featuring the FMV-style graphics and gameplay of Night Trap and Sewer Shark, coupled with a jet combat simulator this game looks weird but plays really well.

The version on show is currently at a very early stage of development, so it is hard to comment on how the final version is most likely to look. However, with Sega currently on a roll this is going to be one to look out for.

BEAVIS AND BUTTHEAD

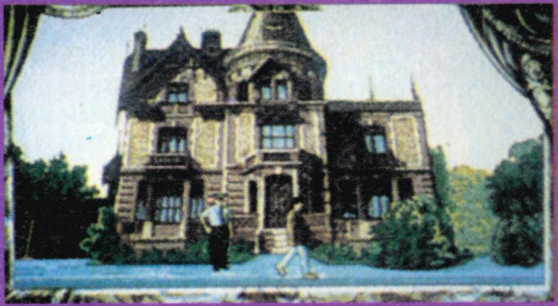
If you have satellite TV you will have no doubt tuned in to MTV at some stage (come on, who are we trying to kid?). Therefore you are more than likely to be familiar with Beavis and Butthead, two deranged, heavy metal teenagers who giggle their way through their own cartoon. Absolutely huge in the States, Viacom have immortalised the two in their very own adventure game, where they will no doubt criticise everything in sight and then giggle moronically. Stranger and stranger...

DARKSEED

Remember HR Giger who designed the horrific Alien? Well, not too long ago he designed a substantial amount of artwork for the PC adventure Darkseed. Now, Cyberdreams are working on the Mega-CD version of the PC hit with a release planned for later this year.

With the current trend of 'interactive movies' hitting the Mega-CD of late, this new point-and-click adventure manages to capture movie-style imagery even more so than ever before. Bearing the PC version in mind this game is more akin to a horror movie with all the goryness that we have come to expect from Giger's nightmarish work.

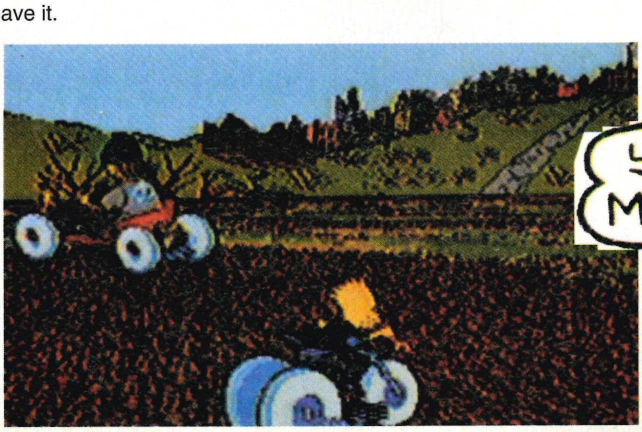
As to who will be distributing the game still remains a mystery but companies are vying for the coveted licence. However, when the game does finally get a release we imagine that it will e censored quite heavily or have a weighty age-limit due to the profound content. Darkseed is in no way a video nasty but dome of the imagery could be disturbing to younger gamers.



VIRTUAL BART

More Simpsons mayhem comes in the form of Virtual Bart from Acclaim. It finds Bart immersed in a Virtual Reality generated game world where weird and wonderful levels thrust themselves at the feisty youngster.

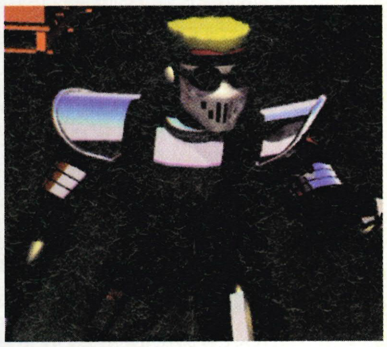
Like the recently released Bart's Nightmare, Virtual Bart features the same cartoony graphics. There are some new level designs though like a 3D driving section which really has to be seen to be believed! We would be lying if we said that this will be out sometime before summer but then again, anything can happen can't it? More news when we have it.



JUGGERNAUTS: THE NEW BREED

More beat'em-ups, eh? This time Accolade are getting in on the act by releasing a rather smart looking puncher-upper which utilises revolutionary Silicon Graphics. Thanks to the amazing Silicon stuff, the overall appearance of the graphics is amazingly realistic and the character moves are frighteningly life-like. The graphics are fully rendered and without going in to too much techie stuff, will be able to generate some stunning effects both in movement and strong colouration. The sprites will take influence from the Uncanny X-Men artwork and by filming real martial artists performing the moves, the Silicon Graphics has then been slapped on top.

With Virtua Fighters rumoured to be facing an imminent Mega Drive release, if Accolade can pull this off then Juggernauts will set the standards for future beat'em-ups. As it stands though we are convinced that this will blow Eternal Champions and the like, way out of the water.



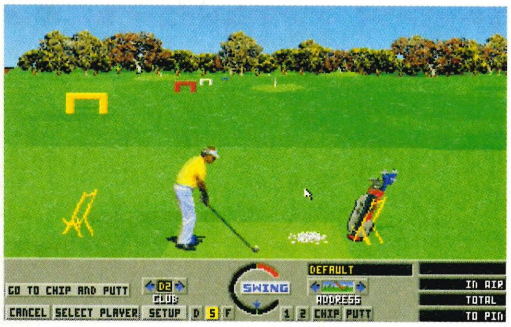
ITCHY AND SCRATCHY

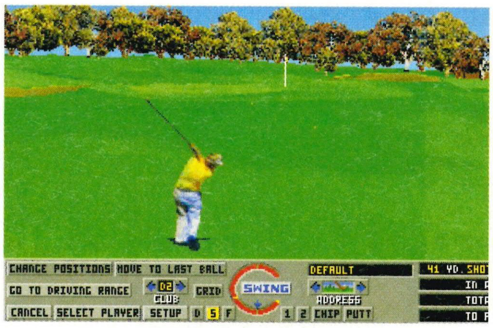
Hoorah! Bart Simpson has made it to the Mega Drive but it is surprising how the best characters of the cartoon series have yet to be immortalised in their own game. However, at long last Acclaim are working on an adaptation of the hilarious Itchy and Scratchy 'TV' series. The game will be a 'cartoon within a cartoon' platform-cum-beat'em-up thingy, which should be as wacky as the original cartoon.

From what we saw at the show the game looks incredibly similar in content to the cartoon - in short, it's fast, hard-hitting (ha, ha), and bizarre. We can't wait!

LINKS CD

Links, the highly acclaimed golf sim for the PC is currently being ported to the Mega-CD under the guidance of the development bods at Virgin. Although we have seen some strong golf games on the Sega platform this conversion will be one to take note of. Allegedly, the CD version is graphically identical to its PC predecessor and incorporates some gorgeous digitised scenery and rotoscoped animation. On a familiar note, we should be seeing this later in the year with more detailed information surfacing in the next few months.





MEGATECH RECOMMENDS

Oh dear, what to choose this month! After the frolicking and frivolity of the Yuletide period it has been a hard slog getting back in to the swings of things. But what better way to ease ourselves back in to the correct line of thought, but by taking a gander at our fave games of the moment...

ETERNAL CHAMPIONS

Of course. What an absolutely, spiffingly ass-kicking game this is. Not one to be trifled with, Eternal Champions whips the ass of most of the beat'em-ups around at the moment but can't quite bite the biscuit when it comes to Street Fighter II. Extremely tough gameplay and a smart array of special character moves gives this one lasting appeal, however the controls are not as intuitive. Yes, its great to play but it just doesn't 'feel' right. A great choice though, if you're sick of seeing SF II's end sequences.

MT RATING: 82%

TOE JAM & EARL 2

Coo-ey! This game is so funky it's not true. Infinitely better than the original, T&E2 practically struts out of the screen, grabs you by the ears and slaps you around a bit before letting you get on with the game in hand. It features lots of bright colours, smart and groovy tunes, and enthusiastic gameplay. The levels are completely bizarre and there are some really great bonus levels and humorous gags. Also, despite being a platform game nothing gets repetitive and it will take you a fair while to complete. Downer? Okay, so it's out on import but it'll be available officially real soon.

MT RATING: 91%

DUNE II: THE BATTLE FOR ARRAKIS

Hailing from Virgin's fruitful loins Dune II is an excellent strategy game described by the developers as "Sim City goes to war". Not exactly a correct description but nonetheless this game is really enjoyable. At first you can't quite get to grips with the clumsy control system but soon you find the button combos second nature. The graphics are pretty bland though, but the compelling gameplay soon makes up for the game's minor flaws including the piercing music. Overall, brill! We don't just recommend this to strategy freaks either.

MT RATING: 91%

THE LOST VIKINGS

Another great one from Virgin, this time programmed by the bods at Interplay. First seen on the Super Nintendo, The Lost Vikings is a hard-hitting platform-cum-puzzle game which eases you into the gameplay gently and then refuses to let you go. The play alternates between three main characters and the idea is to utilise each of the three's differing skills to get you out of tricky situations. Plenty of levels, you're sure not to get bored with this one even if the graphics fail to inspire the eye-balls.

MT RATING: 83%

MEGAWORLD CHARTS

For chart information we have switched our attentions to the giant chain of GAME stores who specialise not only in computer software but RPG's and board games as well. They have informed us that a lot of the older titles have been selling really well and, after the surge of manic Christmas buying, we can clearly see a number of re-entries in to the chart.

MEGA DRIVE

POS	NAME	COMPANY
1	MICKEY & DONALD	SEGA
2	FANTASIA	SEGA
3	SMASH TV	FLYING EDGE
4	STREETS OF RAGE II	SEGA
5	SENSIBLE SOCCER	SONY
6	SONIC 2	SEGA
7	FERRARI GRAND	FLYING EDGE
8	LEMMINGS	SEGA
9	ALI BOXING	VIRGIN
10	TOKI	SEGA

MEGA-CD

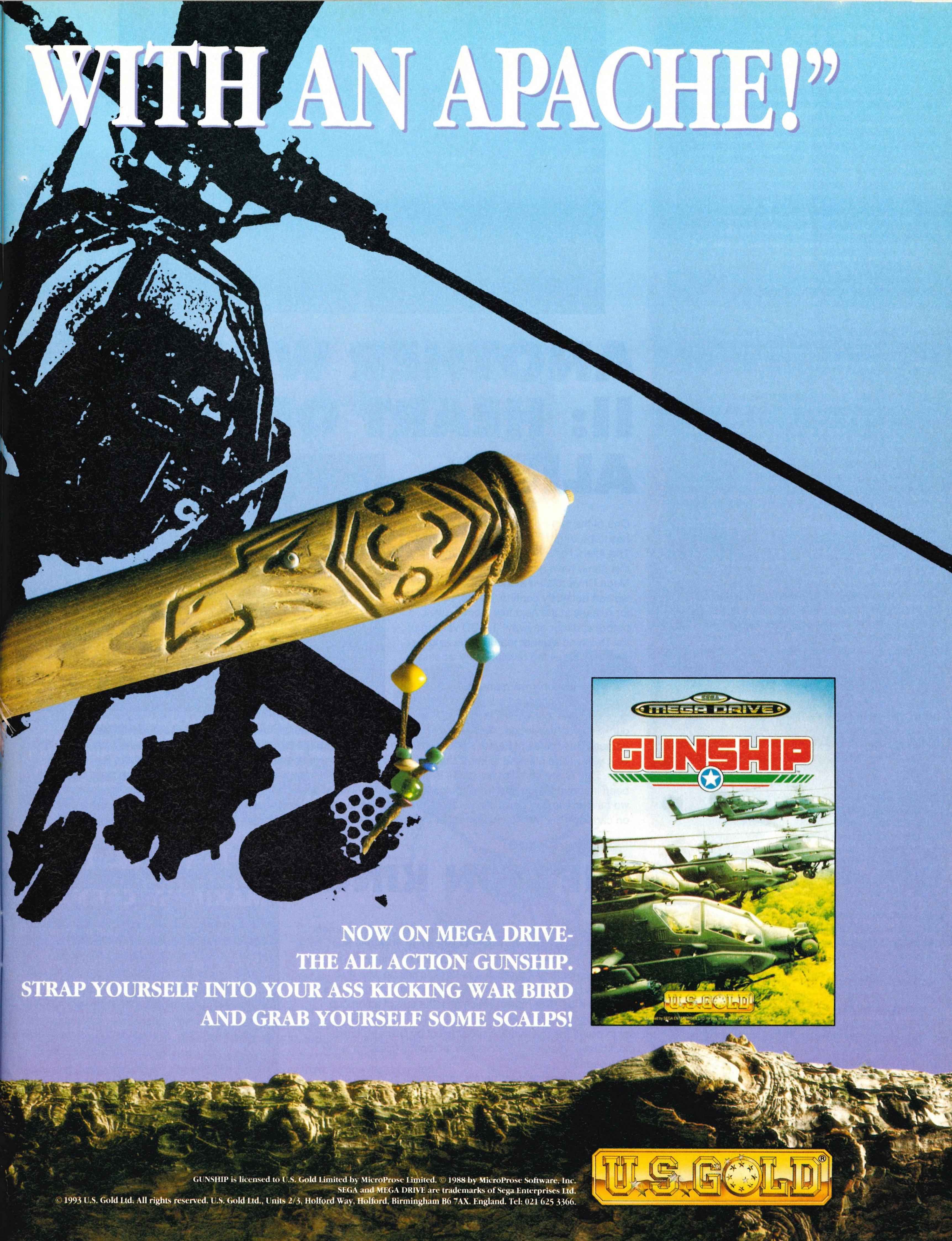
POS	NAME	COMPANY
1	NIGHT TRAP	SEGA
2	THUNDERHAWK	CORE
3	SONIC CD	SEGA
4	SEWER SHARK	SEGA
5	SILPEED	SEGA

“YOU DON’T ARGUE

Bumping into an angry Apache can be a hair raising experience. Especially when the Apache in question is $7 million-worth of prime Yanky Gunship. And it’s on the warpath...

You’re at the controls. Facing 24 all-action missions, this gameplay’s so tough it’ll leave you sweating like a crazy horse. You’ll need razor reflexes, a Top Gun’s flying skills and ice cool judgement to do the business in 4 packed theatres of war.

Gunship. ***The only thing this Apache don’t carry is a tomahawk.***


WITH AN APACHE!"
MEGA DRIVE
GUNSHIP
U.S.GOLD
U.S.GOLD

NOW ON MEGA DRIVE-
THE ALL ACTION GUNSHIP.
STRAP YOURSELF INTO YOUR ASS KICKING WAR BIRD
AND GRAB YOURSELF SOME SCALPS!

GUNSHIP is licensed to U.S. Gold Limited by MicroProse Limited. © 1988 by MicroProse Software, Inc.
SEGA and MEGA DRIVE are trademarks of Sega Enterprises Ltd.
© 1993 U.S. Gold Ltd. All rights reserved. U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. England. Tel: 021 625 3366.

ODDS AND SODS

* The word in the States at the moment is that JVC has lost its all important LucasArts licence. This means that all prospective software companies are going to be fighting it out behind the bike sheds for the coveted licence. Although no-one has secured the rights to distribute LucasArts games over here as yet, this development could mean that one of the larger trans-Atlantic companies will secure the deal and with it, a UK distribution licence as well! There were rumours that LucasArts would distribute the games themselves but his now looks highly unlikely. We will just have to wait and see what happens, but the superb Fate Of Atlantis is already in production for the Mega-CD! Keep your fingers crossed but we might just see Day Of the Tentacle as well!

* How about this for an impressive financial snippet. Did you know that Sega is now worth more than a staggering $3 billion dollars! With this, Sega has also secured a 54 per cent share of the 16bit video games market - this makes Sega THE biggest video games company in the entire cosmos. Bet that pleased Nintendo!

* With Virtua Racing, which utilises the Sega Virtua Processor (SVP), about to hit the shelves World-wide sometime in April at a staggering $99, we have learned that Sega are planning to release the SVP chip in a standalone cartridge. In short, this means that games which would normally have the chip included within them (and also be priced at a silly $99), should in theory be considerably cheaper by interfacing with the SVP cartridge instead. Acting like a converter, the SVP standalone cartridge should hopefully be released later this year.

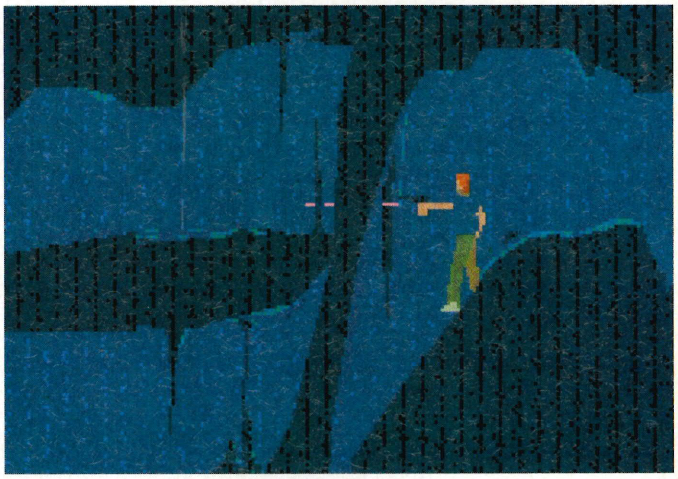
* Continuing the SVP rumours it is more than likely that the totally orgasmic Virtua Fighters will be appearing on to the Mega Drive. Again utilising the SVP chip it is as yet unknown whether the game will feature the chip within its own gubbings or make use of the standalone cartridge. Either way, it will be a fantastic development if we get to see a conversion of the outstanding arcade game.

* Sega's plagued Saturn machine once again hits the headlines. Apparently, the hardware making up the machine is the same as that found inside the prototype Virtua Racing arcade unit. Consequently, the arcade hardware was upgraded but the main workings of the Saturn machine should be on par with the prototype unit. Furthermore, the games planned for release have already been seen in the arcades, epics such as a near arcade perfect Virtua Racing, Virtua Fighters and most probably, the stunning Galaxian 3. Saturn is scheduled for launch this December in Japan, but it still doubtful as to when we will see it here in the UK.

* Konami had a lot to offer at the show this year by announcing a number of major titles for the '94 period. Further to Tiny Toon Adventures Konami will be releasing a Tiny Toon Olympics style game hopefully in the autumn. There will be a number of wacky events from track and field which will incorporate a familiar mad cartoon style and slapstick gags. They will also be releasing an adaptation of the new Warner Bros cartoon currently taking the States by storm, Animaniacs - a sickeningly cute affair with sweet graphics and music to boot. Furthermore (is there any stopping this firm?), Konami will be releasing another cartoon styled game based on the even more successful Biker Mice From Mars which, incidentally, is also about to receive its launch on the SNES.

* Moving away from Konami, it will probably come as no surprise that Acclaim are currently working on a conversion of the Mortal Kombat II arcade game. In development now, it is rumoured that the game will see a release by the summer. Coo!

ANOTHER WORLD II: HEART OF THE ALIEN



One of the more eagerly awaited CD games has to be Virgin's Another World II: Heart Of The Alien. For a long time now, rumours of this game have been appearing in most Mega Drive related mags and at long last we can definitely confirm the stories. Due for release in the next few months (well, before summer anyway) the CD version of the Delphine stunner features the long awaited sequel the revolutionary cinematic game.

Not only will gamers get their hands on an enhanced adaptation of the original game, but we will at long last get our hands on the sequel. The next instalment picks up from where the first game ended but leaves the gamer in the hands of Lester's alien pal as he himself, attempts to return home. For die-hard fans among you, you will be pleased to know that the game remains the same in both design and presentation.

At the moment the game is looking fantastic. We were wondering how the original could have been improved upon, but from seeing this our doubts have been laid to rest. For non-CD owners however, we have some bad news. As yet there are no plans to release a standalone version of Heart Of the Alien on cartridge but who knows, stranger things have been known to happen!

THE LION KING

One thing that is guaranteed to be a sure thing at the moment is anything even remotely relating to Disney. It seems that they simply can't go wrong at the moment so one of the major announcements of the show was Virgin's link up with the giant firm to produce a game of Disney's forthcoming movie, The Lion King. The movie, which tells the tale of a lion-cub attempting to come to terms with the perils of the jungle, is set to break the outstanding records set by Disney's latest blockbuster, Aladdin. Whether this is hopeful boasting is yet to be seen!

The game was merely announced in Vegas and with this, little was actually on show to the public. Gameplay wasn't on the agenda but it is a foregone conclusion that we can expect to see some amazing graphics - the Virgin developers are working very closely with the Disney animators to create a true Disney aura.

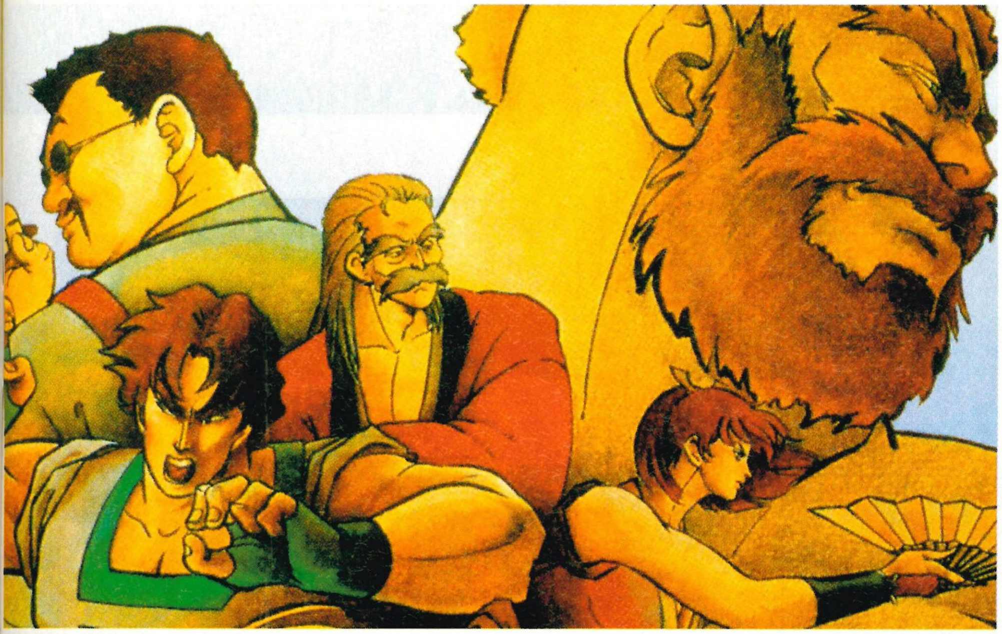
Jumping the gun a little, we sadly won't see this collaboration until early 1995 but this will be one game that you can't afford to forget about.

MAXIMUM CARNAGE

More Spiderman related stuff is about to hit the streets in the form of Maximum Carnage - probably the best Spiderman-related comic book crossover ever to get off the drawing boards. It will feature not only Spiderman but Venom, Carnage AND Captain America all tied neatly together in the same game.

There weren't that many details available at the show but it will sort of be a cross-over between Spiderman Vs Kingpin and Final Fight - the final product not being quite as crap though. Due to be released through Acclaim we will have more info in a few months.

FATAL FURY 2



This was a pretty obvious development really but now, at least, we can confirm the impending release of Takara's Fatal Fury 2. The original game was a powerful conversion of the Neo Geo classic and now, with Eternal Champions currently in the beat'em-up limelight Takara has timed the release of the Neo Geo sequel impeccably. In the sequel you can expect to see greatly enhanced graphics as well as more playing characters and a wider array of combo moves.

Admittedly not quite SF II, Fatal Fury 2 is going to be a corker when released in either April or May.

ESPN BASEBALL TONIGHT

On a complete soccer overdose at the moment it will be a refreshing change to see a Baseball game. This latest sports fest is thanks to Sony and will feature some cool rotoscoped animation as well as powerful gameplay.

However, this is looking like it will be more of a techie game than an arcady one and could bore the pants off hands-on gamers somewhat. But it does look incredibly good and, as the game is in early stages, we could be wrong!

© DISNEY

THE MAGICAL QUEST:

MICKEY MOUSE

Joint SNES and Mega Drive owners will probably be familiar with Capcom's graphically beautiful Mickey's Magical Quest which pop-pickers, saw the same engine being featured within Capcom's SNES version of Aladdin. The Mega Drive version of Mickey is scheduled for a Spring release and will be identical in every way to the SNES game (admittedly there will be less colours!). The game will see Mickey battling against long-time nemesis Pete as he tries to find Pete's castle and ultimately his kidnapped pal Goofy. An integral aspect of the game is the use of various costumes and, like Mr Ben, finds Mickey parading around in fancy garb such as a wizard's tunic, a fireman's uniform and a decidedly dodgy Robin Hood styled pair of tights! Coo, luvvy!

From what we saw at the CES this newie looks smashing with a vast colour palette and detailed sprites. Receiving rave reviews in the SNES mags we will have to wait and see whether the Mega Drive version fares similarly.

JUNGLE BOOK

Virgin are frolicking around with more Disney related stuff in the form of the long-awaited arcade game based on the classic film, Jungle Book. This project was started absolutely ages ago and it has been a stop-start affair from the start. It was originally designed by veteran programmer Dave Perry, the man responsible for Cool Spot and Global Gladiators. Since his departure from Virgin's stables Jungle Book has taken on a different form. Although still a platform based game it now looks more like Aladdin than Cool Spot! Sadly, Jungle Book is too early on in its development and very little was on offer, but from what we saw this looks fabby.

SPARKSTER

More capers from Konami come in the form of the loveable Sparkster, more commonly known as Rocket Knight. This new game is actually a prequel whereby we find out just how Sparkster the possum became the die-hard Rocket Knight. Like a lot of things announced at the show there were very few details to support the this initial information but we have been promised that we shall be hearing a lot more from the possum with attitude. Absolutely.

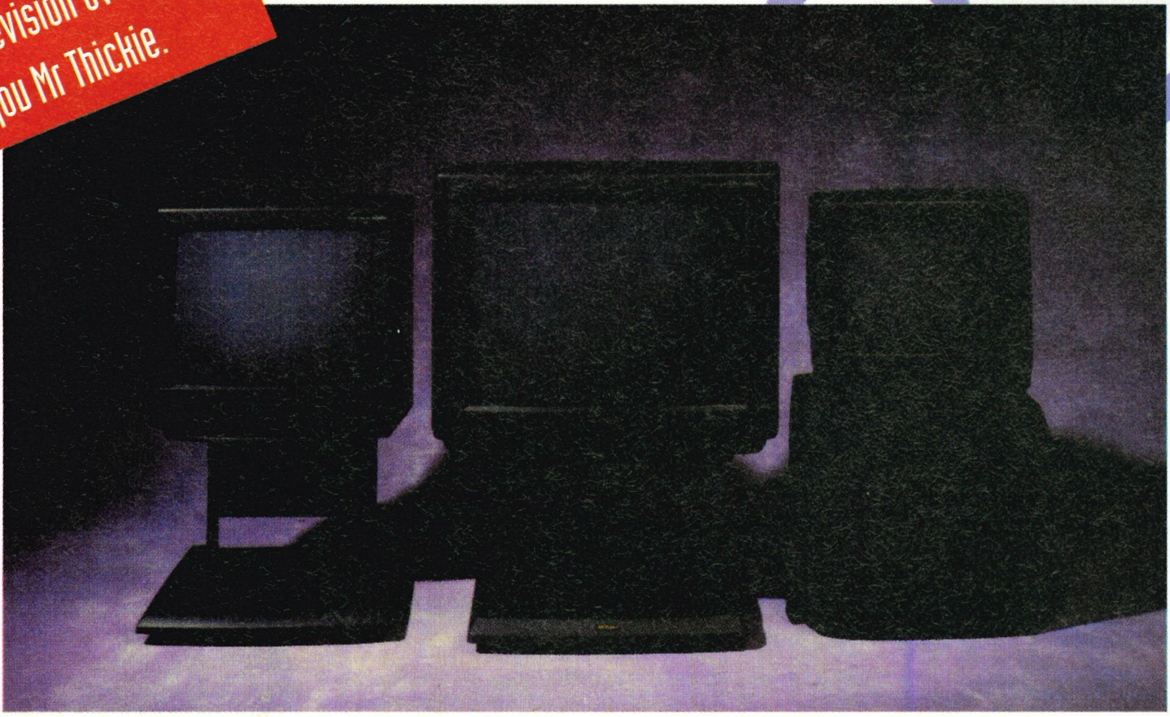
BATTLETECH

At long last there is going to be a Battletech game. For a long time now there has been a Battletech VR centre based in Chicago and now there is to be an isometric 3D combat game released for the Mega Drive. Absolute Entertainment are handling the distribution of the game and now that it is finished the Americans should be seeing this in a few months. Graphically it is very similar to Desert Strike, but it should offer gamers something slightly different which will satisfy the more thoughtful shoot'em-up fans out there.

SOUND VISION:

THE U

Still playing your game system through that ropey old portable telly in your bedroom? Dreaming of the day when you can play your favourite games on an eye-bursting, state-of-the-art TV, pumping out enough noise to bring down the ceiling? Well, we've gone and done it. Whilst researching this MegaTech Special Investigation, we tried out a trio of new Toshiba FST tellies, ranging from a humble 41cm mini TV to a mega 66cm 'home cinema' set. With TV technology and the quality of sound and vision in games improving in leaps and bounds, just how important is the hardware you play your Sega system through? Can small be beautiful, or does size really matter? Is it possible to achieve as intense a games experience using a portable as playing on a big screen with superb stereo sound? Read on and find out.



That's Television Overdose to you Mr Thickie.

AND

TIMATE SET-UP

When we first set up this massive TV, hooked up the Mega Drive, plugged in Gunstar Heroes and cranked the volume, bass and treble controls right up to maximum, work in our office stopped immediately. The assembled hordes of the MegaTech, Mean Machines, Sega Magazine and C&VG crews gathered round, gaping in awe at the spectacle. Everybody wanted one. You see the sad fact of working on computer games magazines is that you have to play the games you review on diddy 14" monitors, so the full-frontal audio-visual assault of this monster wall of sound and vision just blew everybody away.

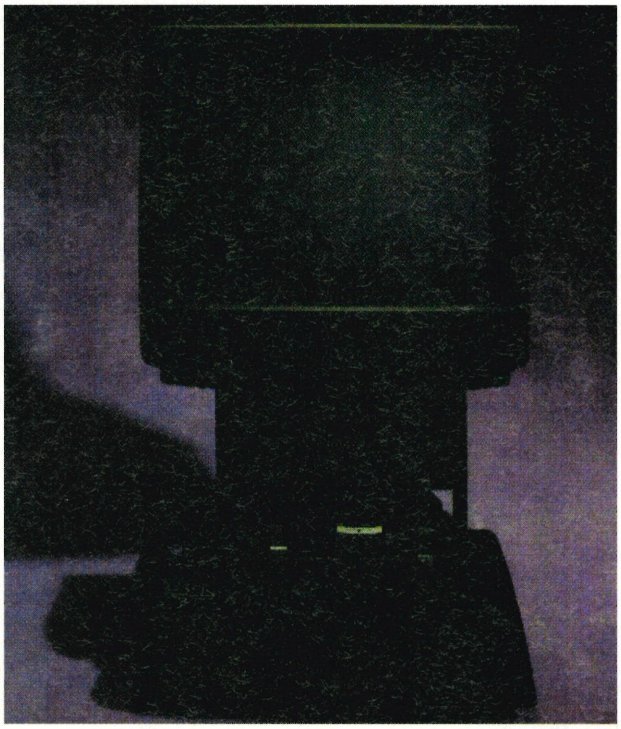
There's no doubt about it, bigger is definitely better when it comes to playing Mega Drive and Mega-CD games. Gunstar Heroes comes to life - the graphics burst out of the enormous screen, and as for the sound, the difference is phenomenal. Gunstar features some of the most ear-splittingly, brain-burstingly incredible sound effects ever to be laid down on the Mega Drive, and you've just got to play it through a TV with the aural capabilities of the Toshiba 2835DB to really get the most out of the game. The same goes for the pumping techno tracks of Sonic CD – the big Tosh, with its built-in side speakers pushing out 10 watts per channel, made the soundtrack sound as big as an outdoor rave, with true neighbour-annoying appeal.

So all we can say is, if you're still playing your games through an old portable, you'd better beg, steal or borrow enough cash to get yourself kited up with one of these monster tellies. You can always point out to your mum/dad/rich aunt/evil guardian that it'll enhance the quality of their videos with its Dolby surround sound (the telly comes with two extra back speakers for that 'home cinema' effect), in the hope that they'll splash out for one. Then, when they've bought it, you can nick it and barricade yourself in your bedroom with it – you'll be stuck to it for ages.

MODELToshiba: 2835DB
SCREEN SIZE: 66cm
SPEAKERS: 4
SCART SOCKETS: 2
RECOMMENDED PRICE: £800 VAT

This mid-range telly with built-in stereo speakers fared least well in our test. The picture's good enough, thanks to the flatter, squarer tube, but it really falls between two stools and doesn't offer such good value for money as the other two, the picture was good, but it just wasn't good enough, and it wasn't LOUD enough.

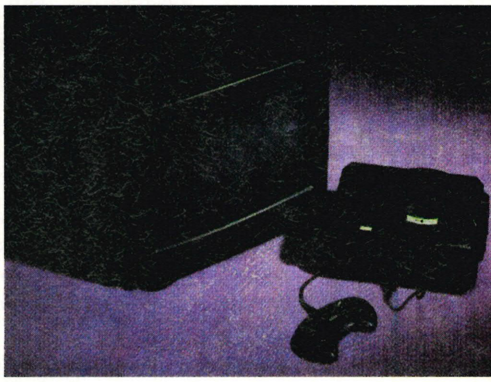
This model features two built-in speakers which deliver 10 watts per channel, although the quality and volume of the sound produced seems lacking in comparison to the 2835DB, even though the output's the same. It does boast two Scart sockets in the back, however, in common with its larger brother, so you can keep the video and your games system hooked up permanently – no fiddling around with the connectors if you want to hook up the games system instead of the video here! Overall, it was the least desirable of the trio - neither big enough to be a real sensory blaster nor small enough to be portable.



- **MODEL:** Toshiba 2132DB
- **SCREEN SIZE:** 51cm
- **SPEAKERS:** 2
- **SCART SOCKETS:** 2
- **RECOMMENDED PRICE:** £530 VAT

- **MODEL:** Toshiba 1721TB
- **SCREEN SIZE:** 41cm
- **SPEAKERS:** 1
- **SOCKETS:** 1
- **RECOMMENDED PRICE:** £330 VAT

This was the real surprise of the troupe. With a small screen size, the 1721TB displayed the crispest, sharpest picture out of the three tellies we tested. It has a socket - always a good thing if the TV is likely to be connected to different equipment at different times. It has surprisingly good sound, although it's not all that loud, and it's a bit tinny – no tone controls. The sound is not as beefy as the other two, but picture quality more than made up for it. You could always hook it up to a stereo to give it a bit of oomph.



DRAW YOUR OWN SYSTEM

In the box provided draw your ideal system of the future, with all the amazing gadgets and bits & pieces that you'd love to own. Send your drawing to the address printed in the contents and the best entry received will win a wonderful MegaTech goody bag full of tee-shirts, posters and maybe even the odd cart!

NAME..
ADRESS..
....

THE TOTAL CD SOLUTION

PLAY IMPORT CD GAMES ON YOUR MEGA-CD™ WITH PRO CDX CARTRIDGE!

- PLAY US & JAPANESE CD GAMES ON ANY MEGA-CD™
- ALLOWS EUROPEAN MEGA-CD™ TO WORK WITH IMPORT MEGADRIVE™.
- SIMPLE PLUG-IN CARTRIDGE. NO MODIFICATIONS NEEDED.
- ANY CD GAME-ANY MEGA-CD™ -ANY MEGADRIVE™. ALMOST ANY COMBINATION ALLOWED!!

£49.99
INC. P&P

IS THE TOTAL
Pro CDX Cart
CD SOLUTION

MEGA-CD 2™
COMPATIBLE
SEGA-CD 2™

Pro CDX
UNIVERSAL ADAPTER

★ IMPORTANT
THESE PRODUCTS ARE NOT DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY SEGA ENTERPRISES LTD.

NO NEED TO WAIT
With CDX Cartridge and the Universal Adaptor there is no need to wait for UK versions of the latest games. Now you can play the latest US & Japanese blockbusters as they are released!

NOW YOU CAN PLAY IMPORT GENESIS™ GAMESON YOUR MEGADRIVE™!!

- PLAY U.S. AND JAPANESE CARTS ON YOUR MEGA-DRIVE™.
- SIMPLE PLUG-IN CARTRIDGE.
- EASY TO USE-SWITCH BETWEEN U.S.A. OR JAPANESE CARTRIDGES.
- NO MODIFICATIONS NEEDED.

£14.99
INC. P&P

DATEL ELECTRONICS

HOW TO ORDER

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE

PHONE
0782 744707

FAX
0782 744292

MAIL
Send Cheques, Postal Orders or credit card details to:-
DATEL ELECTRONICS LTD. GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND.

OR CALL AT OURLONDON SHOP:- **DATEL ELECTRONICS** 222 TOTTENHAM COURT RD, LONDON W1 TEL: 071 580 6460

MEGADRIVE™, GENESIS™ & MEGA-CD™ ARE TRADEMARKS OF SEGA ENTERPRISES.

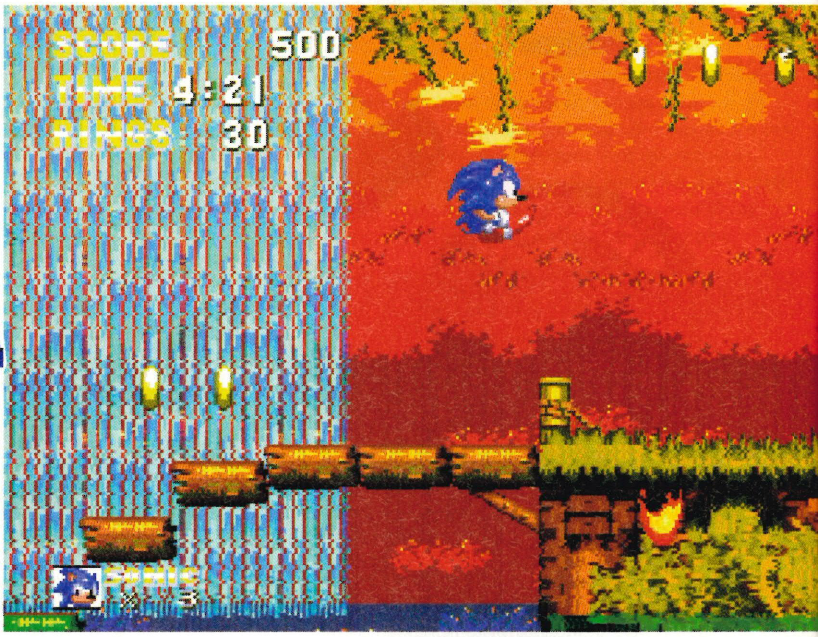
BY: SEGA

price: £TBA
developers: TEAM SONIC
release date: FEB 1993

SONIC 3

SEGA
SONIC 3

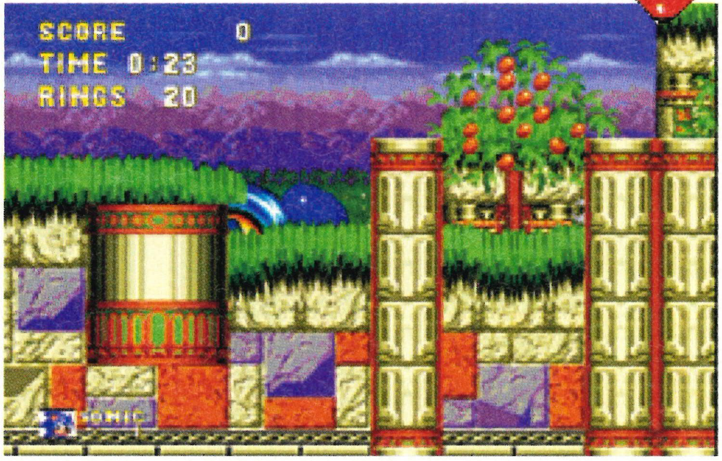
As the last of the Christmas decorations fall off the walls and the new year sets in, there is just one question on everyone's lips. What happened to Sonic the Hedgehog? Yeh, sure, there was Sonic CD and even Sonic Spinball, but they were small fry. Where was the big one? Where was Sonic the Hedgehog 3? Well, Christmas might be over, hog-fans, but the party certainly isn't, because the spikey, blue scamp has one more surprise left in his stocking. Yes, the most eagerly-awaited video game of all time is on its way. Sonic the Hedgehog 3 is coming! Scream!



THE DASTARDLY PLOT... REVEALED!

So, what foul scheme has drawn the spikey critter back to the Megadrive? What is the plot to Sonic 3? Well, surprise, surprise, Dr Robotnik is back! Yes, the evil Eggman of Zanzibar as returned.

Picking up where Sonic 2 left off, the defeated Dr Robotnik has retreated to the remote Angel Island to repair his damaged Death Egg space station. However, he is not alone on this island, for it is inhabitated by a mysterious character called Knuckles, a strange pink mole with dreadlocks! To prevent Knuckles from uncovering his evil plan, Robotnik has tricked him into believing that Sonic is a baddie, intent on destroying the island. So, as Sonic races to Angel Island to apprehend Robotnik, Knuckles attacks him, stealing the Chaos Emeralds to give to Dr Robotnik, handing him the final element he needs to bring his Death Egg to life. And so Sonic 3 begins!

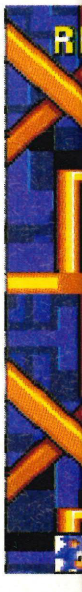


BE SONIC! BE ATOMIC!

After a highly-successful jaunt into the world of pinball (in Sonic Spinball), Sonic has returned to his roots, the good old platform game.

Once again, the aim is to collect rings, free little woodland animals from their horrid robosuits and generally race through a whole series of madcap zones. Starting on the Angel Island Zone, a massive volcanic island packed with death-slides and swinging vines, the game moves onto an underwater level called the Hydrocity Zone; a grassy level, packed with steep hills, known as the Marble Garden Zone; and a futuristic city level called the Carnival Night Zone.

Also, veteran Sonic-fans will remember a rumour that circulated a coupe of years ago, about a secret snow level in the original Sonic game. It was of course untrue, but now, finally, Sonic gets himself an ice level. Known as the Ice Cap Zone, this stage features caves packed with icy loops and glacier ledges. What's more, at the beginning of the first act, Sonic surfs down a snow-covered hill on a snow-board!

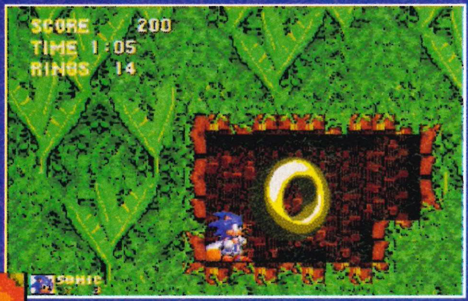


THE SPECIAL ZONES

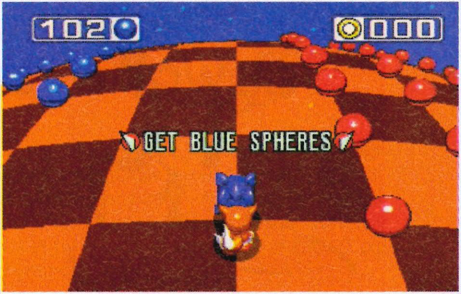
As any true hog-fan knows, there's only one place Sonic can find those Chaos Emeralds – in the hidden bonus levels known as the Special Zones. In the previous Sonic games the shape, form and method of entry into these zones has always remained a secret. So how does Sonic enter the Special Zones in Sonic 3? Well, there are two ways, because this time there are two different types of Special Zone!

THE SPECIAL ZONE

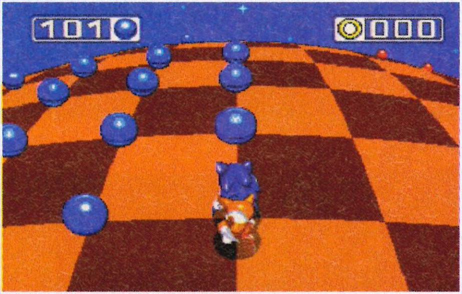
Remember how Sonic had to jump through a giant ring to enter the Special Zone in in the original Sonic game?



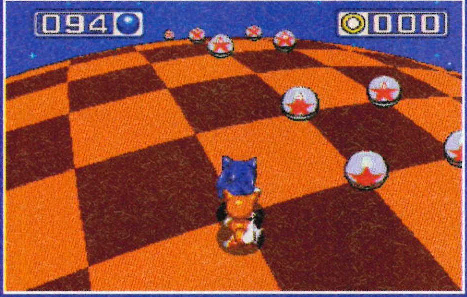
▲ Well, by bashing through walls dotted around the levels, Sonic can find the self-same giant rings hidden away in secret rooms. Jump through these and...



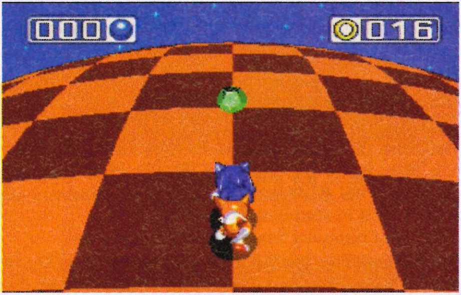
▲ ...he enters the Special Zone! A massive 3D ball which Sonic has to race around collecting blue spheres.



▲ Easier said than done, because deadly red spheres block his path, as do bumper spheres that knock him backwards along the ball.



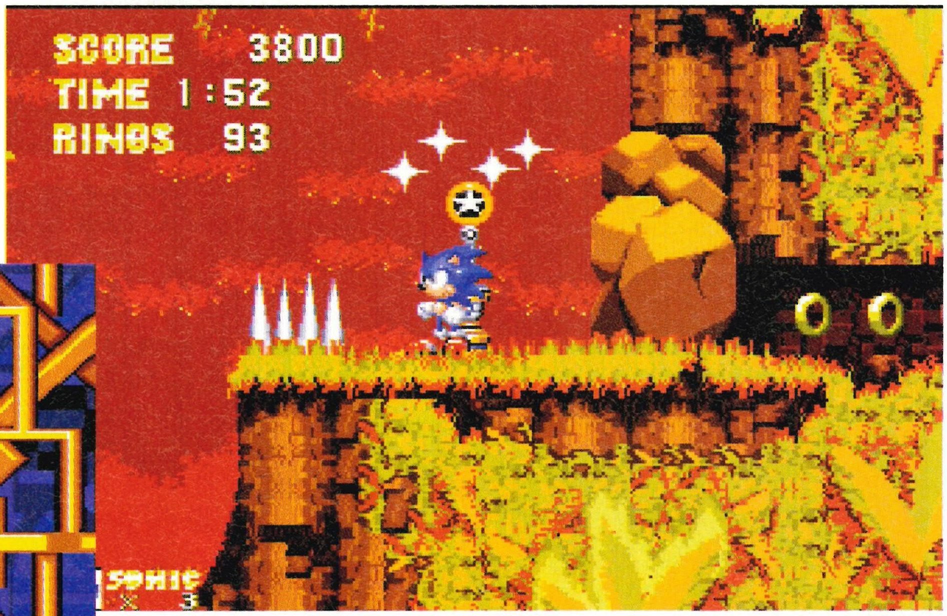
▲ The more blue spheres collected, the more red spheres appear and the faster the game gets. However, collect all the blue spheres...

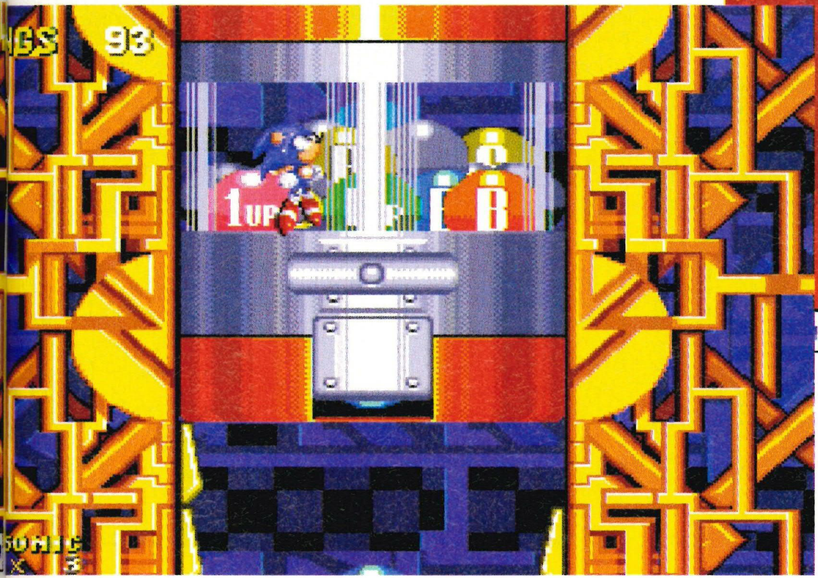


▲ ...and the Chaos Emerald is yours! Looks easy? Just you wait, these Special Zones look set to be the hardest yet!

THE BONUS LEVEL

In Sonic 2, our spiky pal had to collect fifty rings and hit a lamp-post marker to reveal the entrance to the Special Zone. We-ell...





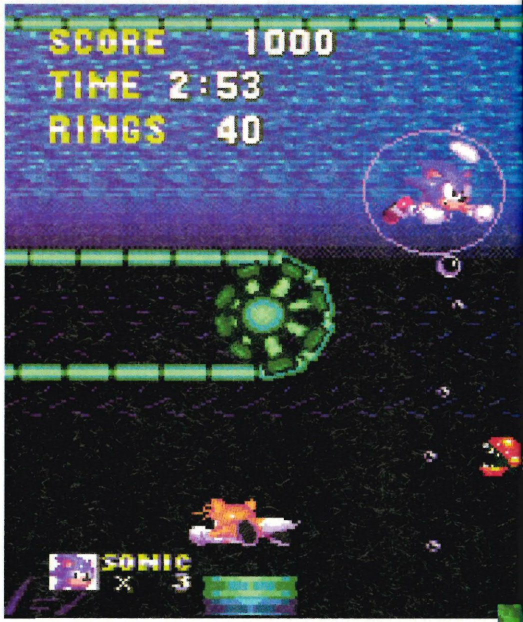
... do the same thing in Sonic 3 and look, the same sparkly entrance appears. Jump through it and...

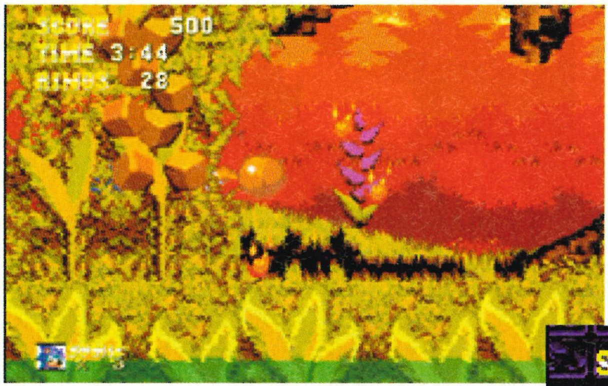
... say hello to the Bonus Level. By using the vanishing wall-bumpers, Sonic can bounce up to a giant gumball machine...

...and empty it of lettered bonus gumballs. What these balls do, as yet remains a mystery!

WEAPONS THE WARTHOG

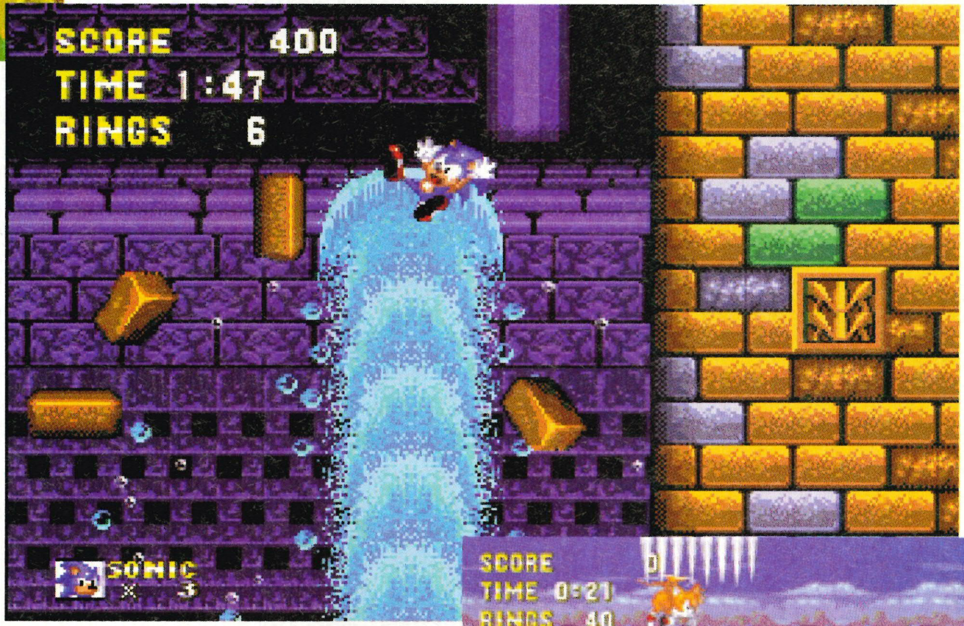
Previously, Sonic's only means of attack was by rolling up into a spikey ball and bashing his enemies. Well no more, because this time he's been provided with weaponry. Found in the various TV sets that litter the game, there are three different weapons that Sonic can use to his advantage – a giant bubble that he can flex, bashing his foes with multiple hits, a fiery force-field that can propel him across the screen like a comet, and a lightning charge, that not only fires sparks at baddies, but also statically charges the air, drawing rings towards him.



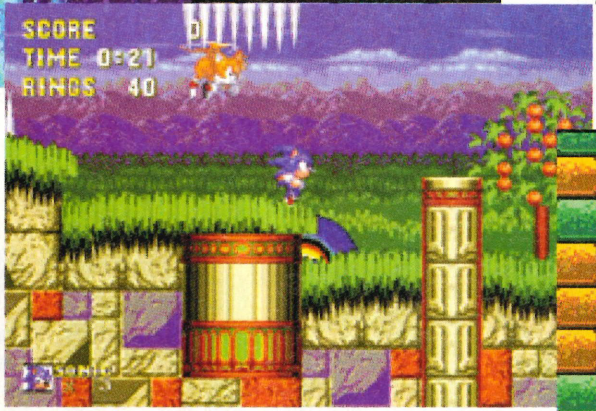


FOX IN SOX!

Yes, he's back! Sonic's bestest pal ever, his trusty ward, Tails the Fox! After his noticeable absence from Sonic CD, it looked like the two-tailed foxy furball had been removed from the Sonic games for good, but stories of his death had been greatly exaggerated. Sure enough, the little scamp follows Sonic around each level, mimmicking his moves. Plus, just like in Sonic 2, he can be steered around independently of Sonic in one-player mode, using the second joypad. However, now he can actually be used to air-lift Sonic around using his propellor tails. The strange thing is, in its present pre-production form, Sonic 3 has no option to allow Tails to play by himself in one-player mode.



▲ **Yipes! A huge geyser of water rockets into the air, taking young Sonny with it, in the Hydrocity Zone.**



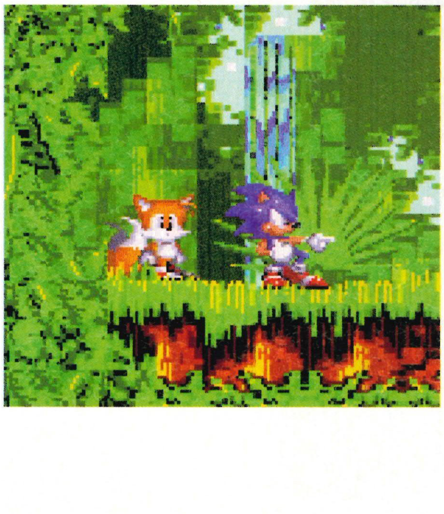
▲ **Old pals together again. Tails the Fox makes his big comeback in Sonic 3 and this time he can carry Sonic around!**

DOUBLE THE FUN!

One of the more popular features of Sonic 2 was the split-screen option that allowed two-players to race through a selection of zones, competing against each other for rings and time. This option actually featured a unique programming trick that doubled the resolution onscreen, so effectively each half of the split-screen was the compressed equivalent of one normal screen. However, although this was an incredible feat, the result did look decidely odd.

Well, Sonic 3 also features a split-screen two-player option. Only this time the Sonic programming team have completely redrawn the backdrops and sprites in normal resolution, resulting in a crisp, clear-looking split screen mode with cute little versions of main characters.

The levels for the split-screen mode take the form of five custom-built race tracks. Selecting from either Sonic, Tails or their misguided foe, Knuckles, two players can race against each other in three different play modes. Match Play pits them together on a single course, Grand Prix takes them through a series of tracks and Time Attack gives players the chance to beat the best times on each course.

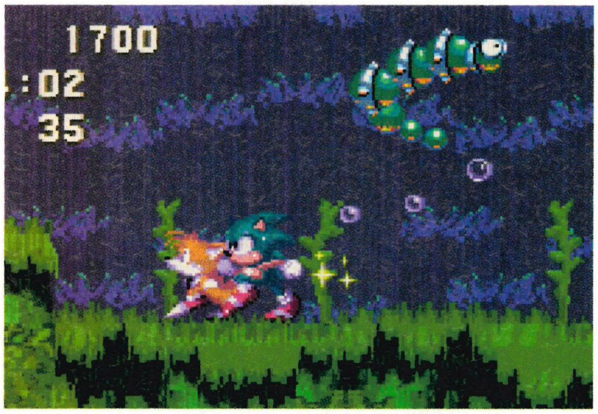


SIGNING OFF!

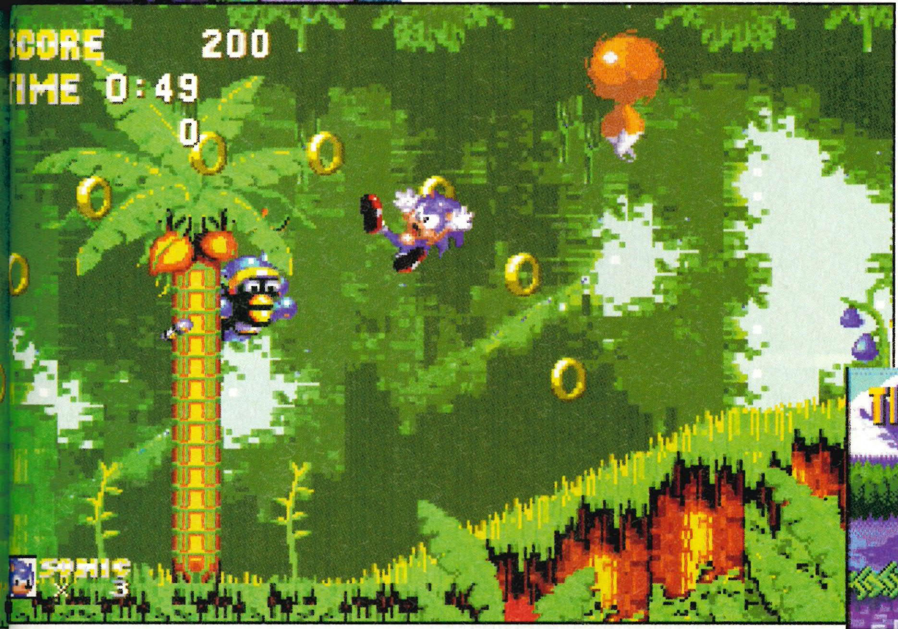
Way back in the original Sonic game, when ol' spiky chops ran past the finishing post there was always the chance to gain masses of points by hitting secret markers in the air – if you knew where they were! This end-of-level bonus feature has been sadly lacking in every Sonic game since, except this one. When Sonic races past the signpost at the end in Sonic 3, he spins it into the air. Big points can now be gained by hitting the sign before it touches the ground, thus bouncing it back into the air. This goes on until the sign eventually hits the ground. It's a small feature, but one that true hog-fans will love.

BATTERIES TO POWER!

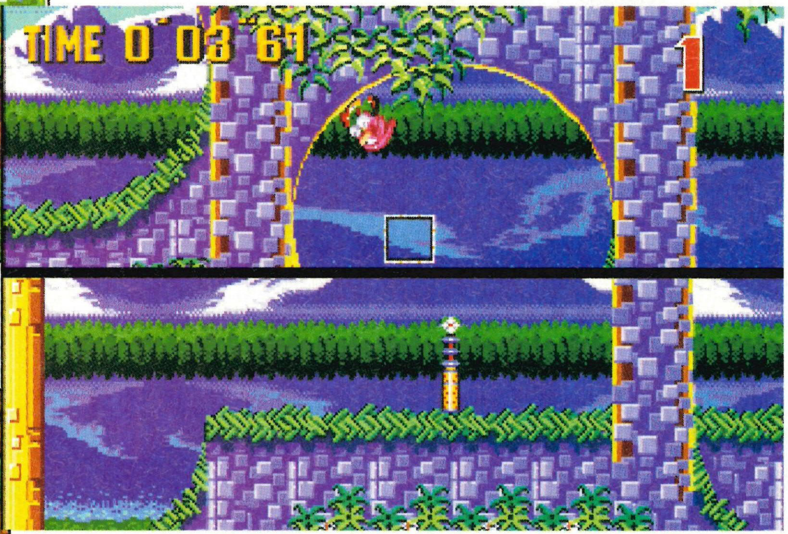
Sonic CD allowed players to record their best times on the Mega-CD's RAM back-up together with their saved postion. Alas, this feature isn't available on cartridge games – UNLESS you have a battery back-up, which Sonic 3 just so happens to have! Not only are best times recorded in two-player mode, but up to EIGHT one-player positions can be saved.



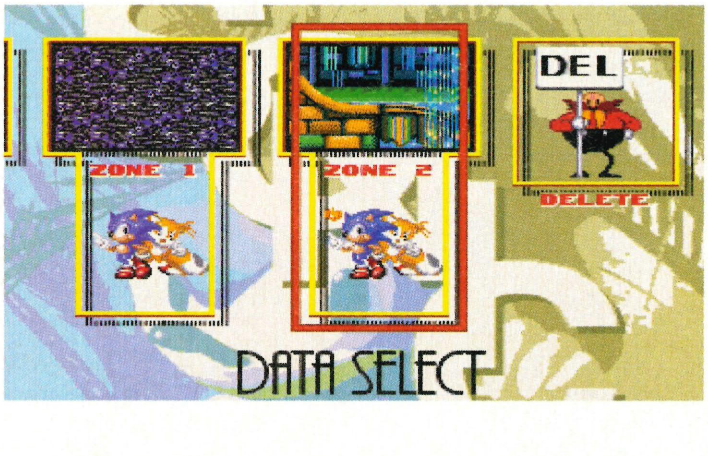
▲ **Sonic and Tails careful avoid an underwater badnik-serpent in a flooded section of the Hydrocity Zone.**



▲ **Rings everywhere! An evil badnik catches our hero unawares, scattering his prizebooty. Not only does the Sonic sprite feature all-new graphics, but even the rings are newly drawn. Golly!**

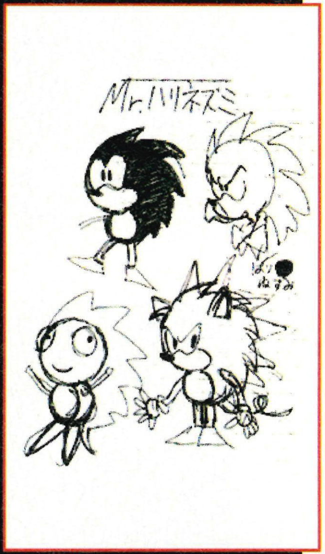


SCORE 1200
TIME 5:22
RINGS 63
SONIC
× 3



SONIC– A BRIEF HISTORY

There's no doubt about it, Sonic the Hedgehog is the most famous video game character ever to stride the screen. In fact, nowadays he commands the kind of media attention normally reserved for the likes of film and pop stars, and he's not even real! But how did this small blue nocturnal mammal rise from the bowels of obscurity to the become a modern day myth?



✻ It was way back in 1988 that Sega of Japan launched an in-house competition to find a rival for Nintendo's flagship character, Mario. Drawn by a 26 year-old employee affectionately known as Naka, these rough doodles were the first sketches of Sega's future star. Sonic was born!

✻In the spring of 1992, Sonic the Hedgehog was released on the Megadrive and proved to be a massive hit. Never before had a console game displayed such incredible speed. To this day, the original Sonic game has sold over four million copies, but that was just the beginning.

✻ Tuesday, 24th November, 1993. Known as Sonic 2sday: this was the date that Sonic 2 hit the streets worldwide. The game had already sold 750,000 copies before it was even released, and by the end of the year had achieved over a million sales. Since then, it has gone on to become one of the biggest-selling games ever!

✻ A year passed before Sonic returned, this time with Sonic Spinball and Sonic CD. Although excellent games, they both failed to match the quality or hype of Sonic 2. So what next?

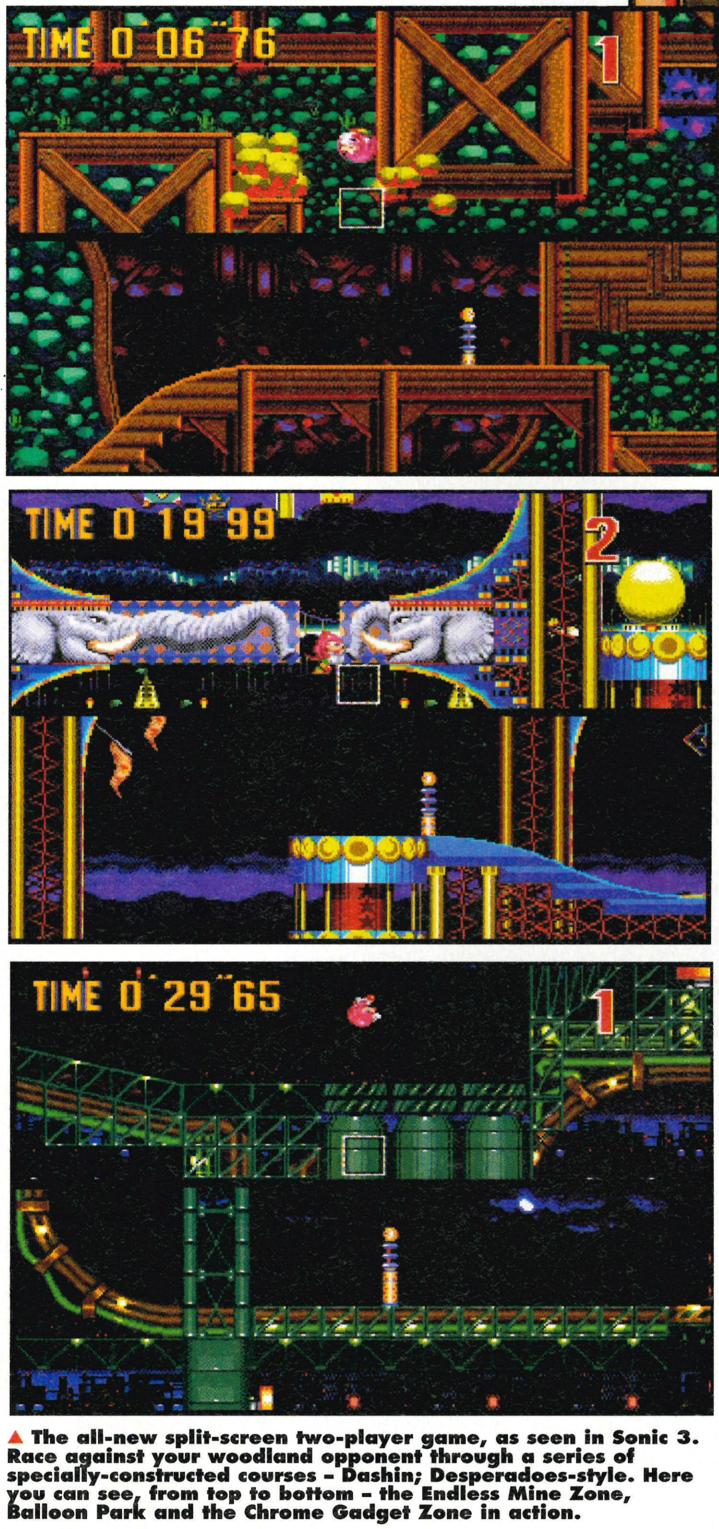
✻ Well, apart from Sonic 3, Sega are set to release their long-awaited Sonic the Hedgehog coin-op. Featuring brilliant isometric 3D graphics and roller-ball controls, up to three players can join the fun as either Sonic or his two new pals, Ray the Squirrel and Mighty the Armadillo. Finally, Sonic is about to hit the arcades!

TIME 0:27
RINGS 79
①

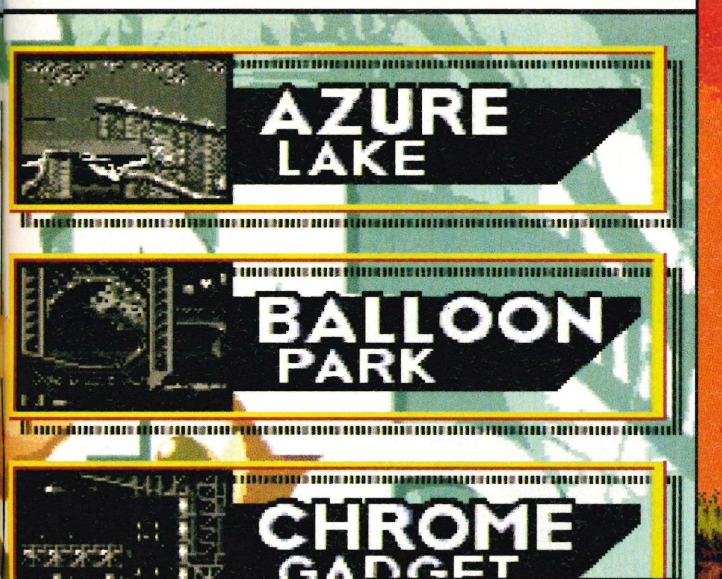
SONIC 3: IN TWO GREAT FLAVOURS!

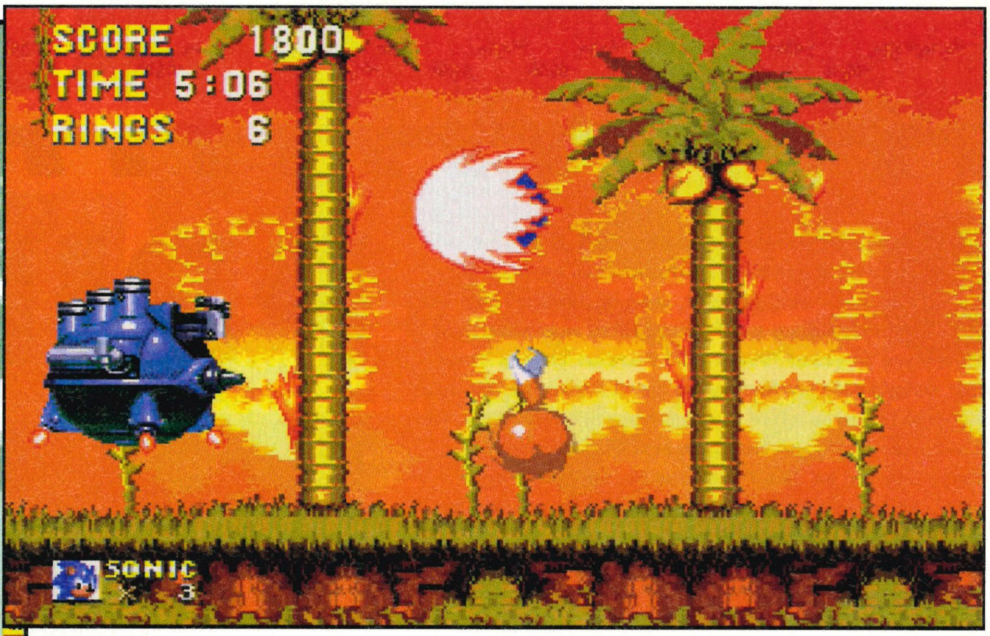
Sonic 3 is a massive 16-Meg cart. That's at least twice the memory capacity of Sonic 2 and four times the size of the original Sonic game! However, it seems that this is not going to be the only version of Sonic 3 to hit the streets. There is also going to be a somewhat more expensive 24-Meg collector's pack featuring even more levels! So, what are owners of the 16-Meg version, who want to play these extra levels, going to do? Well, Sega have thought of them too. An extra booster pack will be available, which plugs in underneath the 16-Meg Sonic 3, turning it into the 24-Meg version. And that's not all. By plugging the old Sonic 1 and Sonic 2 carts into this booster pack, the games can be played with all-new extra levels! This could mean that we finally get to play a secret ice level in the original Sonic, and even the never-completed Hidden Palace and Wood Zones in Sonic 2. Coo.

A PLAYER
B PLAYER



▲ **The all-new split-screen two-player game, as seen in Sonic 3. Race against your woodland opponent through a series of specially-constructed courses – Dashin; Desperadoes-style. Here you can see, from top to bottom – the Endless Mine Zone, Balloon Park and the Chrome Gadget Zone in action.**


AZURE
LAKE
BALLOON
PARK
CHROME
GADGET


SCORE 1800
TIME 5:06
RINGS 6
SONIC
× 3

▲ Sonic puts to use his all new fireball attack!

SCORE 1200
TIME 5:16
RINGS 63
SONIC
× 3

TIME 0 03 11
1

OUT IN FEBRUARY!

That's right! If Sega stick to their release schedule, Sonic 3 should be out in the next couple of weeks, and it looks set to be the best Sonic game ever! Here at MegaTech we've already had a chance to play a near-enough completed version, and from first impressions it blows the socks off any other platform game, with faster action, more ingenious levels and Sonic standing larger on screen than ever before. However, will it succeed where the other Sonic games failed and provide in-depth gameplay and a decent challenge? There's only one way to find out – by reading the complete review in MegaTech next month!

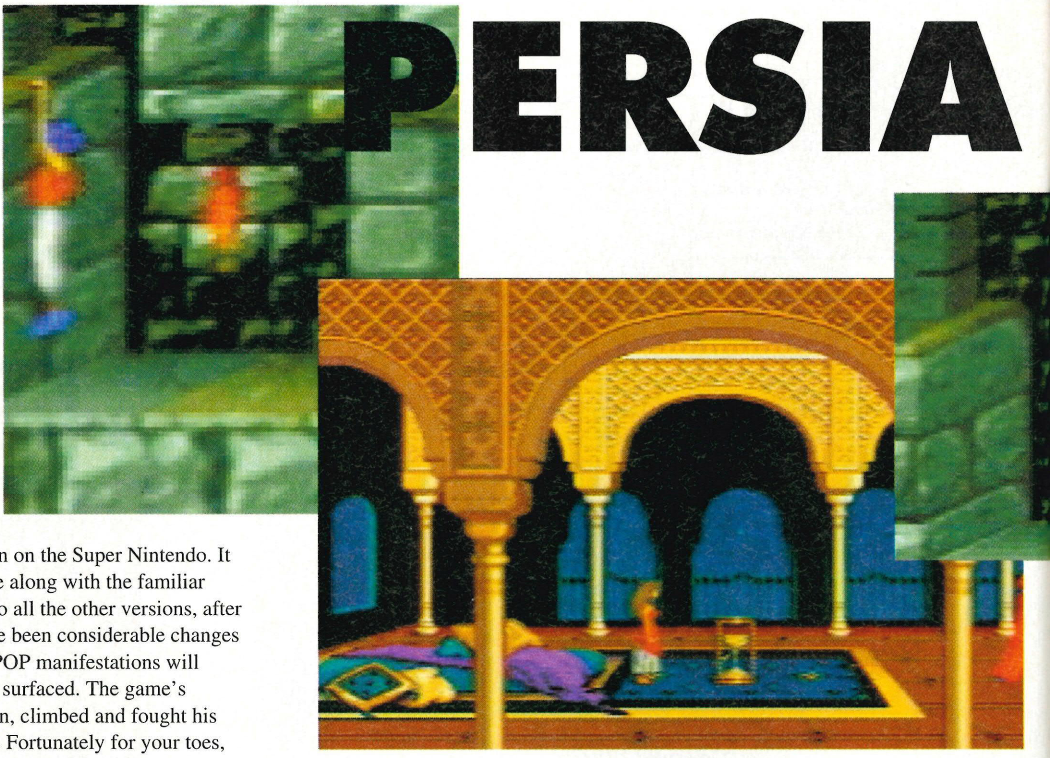
DOMARK

BY: DOMARK

price: TBA
developers: IN-HOUSE
release date: MARCH

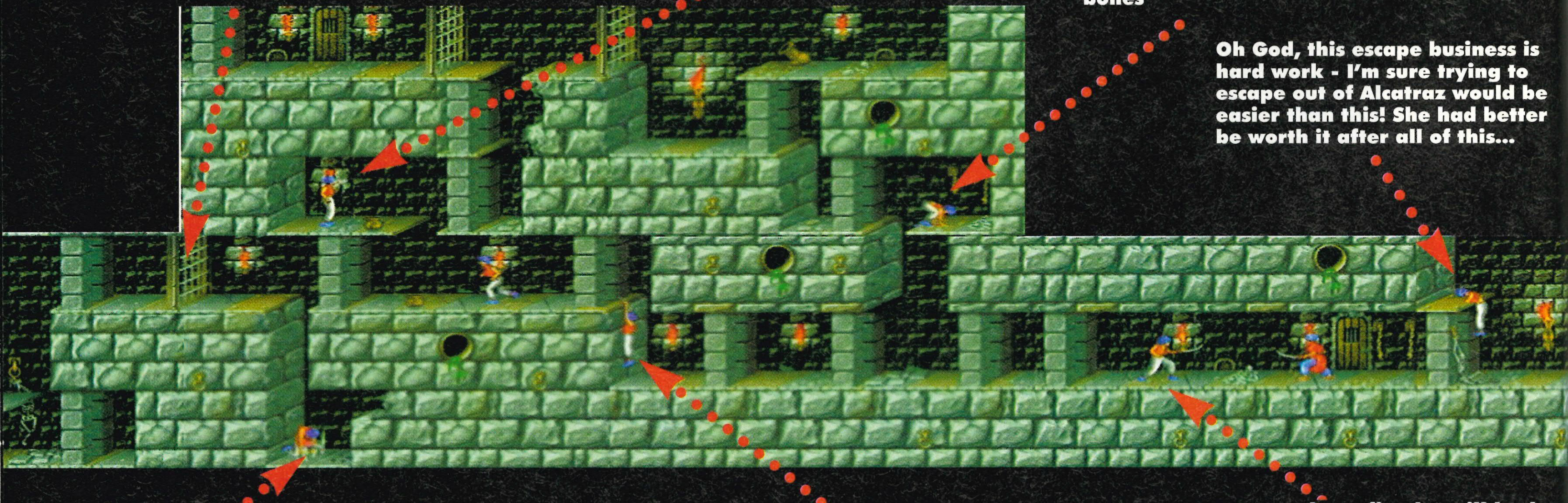
PRINCE OF PERSIA

Prince of Persia has been hailed as one of the best platform adventures ever to be seen on any format, and in recognition for outstanding performance to machine and country we present 'Prince Of Persia: This Is Your Life!' Originally surfacing on the ST and Amiga too long ago to remember it soon became friends with all manner of upcoming gamers. It then turned sunny-side up on the PC about three years ago where, although daunted by relocation at such an early age it soon made friends amongst the PC playing fraternity. Swiftly moving on before the adverts kick-in, we later saw it turning up on the Super Nintendo. From this point on we began to see a vast change in its personality - it was now developing maturity as well as depth. Finally fancying a change of scenery it packed its bags and moved to warmer climates - the Mega CD. The move failed to reap any rewards and now it is making a bold career move in to new territory with a forthcoming appearance on the Mega Drive...



➲HAVEN'T I SEEN THIS BEFORE?

This cartridge version of Prince Of Persia looks uncannily like the one seen on the Super Nintendo. It has the same stylised graphics creating a dank, dreary dungeon atmosphere along with the familiar complex sprite movements. The levels are also similar in size and design to all the other versions, after all Domark's cartridge adaptation is really just a conversion, but there have been considerable changes to keep the cynics satisfied. Those who are familiar with any of the other POP manifestations will undoubtedly remember all the hype that surrounded the game when it first surfaced. The game's concept was an original idea and the fluidity of the main character as he ran, climbed and fought his way through the labyrinthine dungeons made your toes tingle with delight. Fortunately for your toes, and plenty of other bodily parts I'll wager, this version is just as tantalising.



To open the gates you have to first step on the floor pads. They are coloured slightly differently to the rest of the floor slabs

Right, it's five o'clock so lets all shuffty down the pub for a quick half. Hick!

You have to climb down off the ledges on longer drops such as this one or you will end up in hospital with multiple broken bones

Oh God, this escape business is hard work - I'm sure trying to escape out of Alcatraz would be easier than this! She had better be worth it after all of this...

Skewered like a kebab. The game's over I'm afraid, what a waste of a perfectly dismal human life

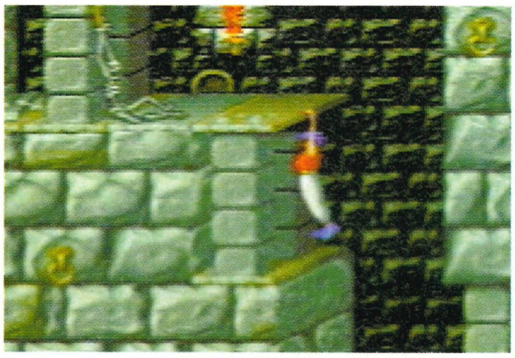
Heave! The Prince has the strongest arms in history, he even rivals Arnie or Sly

On guard you fiend. I will hack you in to a million pieces and then send the bits home to your mother!

PRINCE CHARMING

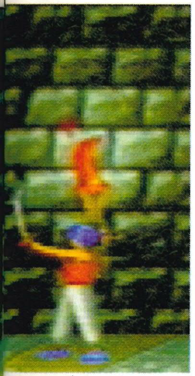
TELL ME A STORY

It's the same old story. The evil Sultan has whipped the Prince's bird from his sweaty grasp (not literally, he doesn't want to leave marks!) and the gallant Prince must charge to his maiden's rescue on a trusty, white... er, camel. With stirrings in his caftan the randy old Sultan is getting a bit hot under the collar, but sadly for the dirty old bugger the floozy doesn't want to know. Furious that his new found bit of fluff is pining for her Romeo, the Sultan throws the Prince in the palace dungeons giving him a mere hour to escape from its deadly clutches. Ah, the trials of being a young stud, eh?



▶ Don't let go! Your bottom will be in for a nasty shock if your fingers give way

LIGHT BULB



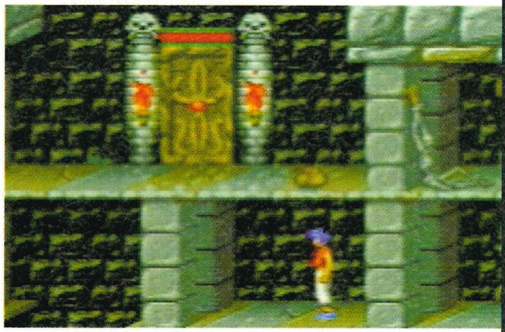
▲ I'll never forget the first day I held aloft my mighty sword and said "By the power of Grey Skull - I am He-Man!"

The idea behind the game is simple. Starting surprisingly enough at level one you must find your way through 20 or so stages before the timer reaches zero. The game is platform based and each level consists of an expanding web of platforms, crumbling causeways and scaling rock faces. Littered with spikes, floor switches, blades and guards the game is a slur on everything that the Wombles hold dear - unfortunately the Prince hasn't got time to tidy up the litter but must battle valiantly through all that is thrust provocatively in his face. The initial levels are straight forward as well as short, and it is easy to navigate your way to the exit however, the later levels are not so forgiving. The hazards become more numerous, the guards more skilled and the levels more maze-like - one hour simply isn't enough to see all the sights (I hope you've brought your camera!).

FINGER PRINCE

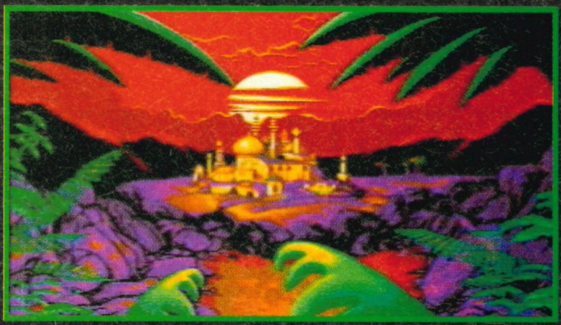
The Prince is so easy to control even Ronald McDonald could get his buns round the buttons. With stunning realism he'll run, jump, climb, leap, walk, crawl, fight and on top of that in true Indiana Jones style, he can even manage to down a few beers in between takes! Like Flashback the sprite movement is made up of a hideous amount of individual frames making the overall appearance fantastically smooth and life-like. Also, despite his petite size he retains a high level of detail - when he moves you can see all the folds in his clothes flapping in time with his dextrous acrobatics. At first it is easy to make the Prince do the basics but later on in the game you need pixel-perfect precision - it is not always as easy as it first appears to gauge the distances or the Prince's abilities just right. This is one of the games that requires a lot of patience but when you've raided that hospital and squeezed all you can carry in to your turban, the rewards are sweet!

SOUNDS FAMILIAR

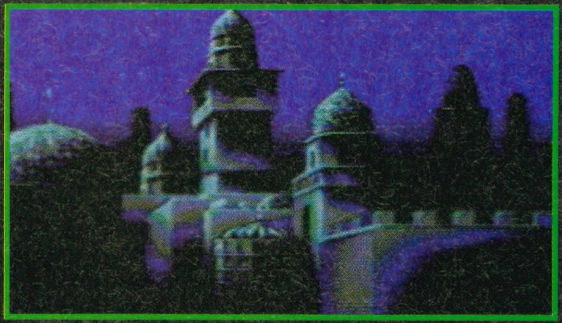


▲ Mum, let me in. I'm sorry, I'll never stew the cat ever again!

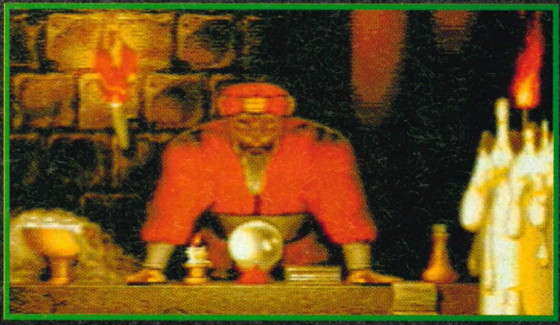
There are some nice musical ditties included within the game most of which put Alan Menken's award winning Aladdin soundtrack to shame. Coupled with the Arabian folk tunes are some meaty sound effects that clank and thud realistically through the symphonic din. There's also a rather nice rib-cracking "Oooff!" as the Prince goes thundering in to a brick wall - there's no blood to accompany this if you were wondering! For the more vulgar among you, you will probably be pleased to know that the gruesome 'death by spikes up the rectum' sequence has been left in the game though. This animation is accompanied by a rather faint, but clearly evident, tearing flesh sound effect - yuck! Er, I would just like to point out at this juncture that Domark's Prince Of Persia is in no way a video nasty. I thank you.



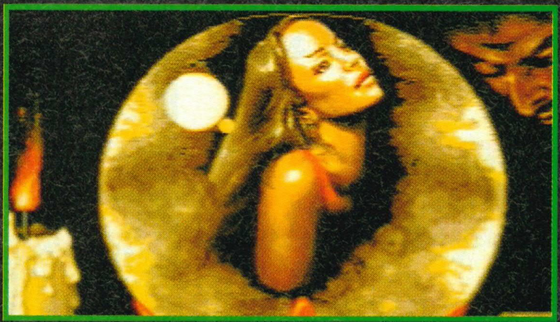
▶ This piccy is enough to rival the artwork in Aladdin, don't you think? What a beautiful sunset! Shame about the harrowing screams of anguish in the background...



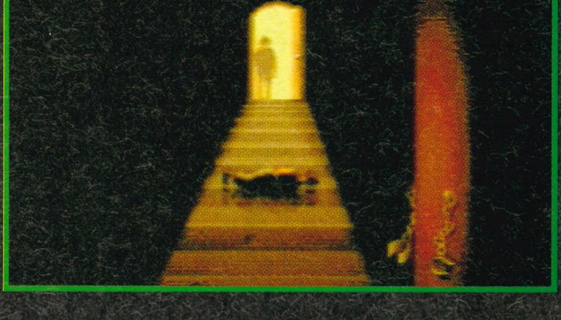
◀ And this is the palace at night - this is beginning to look like my mums holiday snaps



▶ After carelessly bashing his tender parts in to the corner of the table the Sultan steadies himself as an overwhelming nauseating feeling sweeps through him. Will he pass out or simply be sick?



◀ Recovering from his ordeal the Sultan tunes in to the Arabian Beauties channel on his early Mark 1 model TV



▶ Too early in the morning to start bungee jumping the Prince takes an early morning roll down a horrendously steep stairwell - the things you do to get an adrenaline rush!

" KONA

KONAMI
SUNSETRIDERS
TM
SEGA
MEGA DRIVE
16-BIT CARTRIDG
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ MEGAD
KONAMI
FEATURING
SPARKSTE
ROCKET KNIGH
ADVENTURES
SEGA
MEGA DRIVE
16-BIT CARTRIDGE
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ MEGADRIVE™ SYSTE

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb. MEGATECH 87%

Very impressive SEGA PRO 87%

ROCKET KNIGHT ADVENTURES

A top class product with attention to detail second to none. Amazing. MEGA ACTION 94%

RKA is possibly the best game on the Mega Drive ever. GAMESMASTER 92%

SEGA
MEGA DRIVE®

Konami (UK) Limited Konami House 54A Cowley Mill Road Uxbridge UB8 2QE Telephone: 0895 853000 Fax: 0895 853003

MI KRED!"

KONAMI
TEENAGE MUTANT HERO
TURTLES
THE
HYPERSTONE
HEIST
MEGA DRIVE
16-BIT CARTRIDGE
KONAMI
TINY TOON
Adventures
Buster's Hidden Treasure
MEGA DRIVE
16-BIT CARTRIDGE
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ MEGADRIVE™ SYSTEM.

TEENAGE MUTANT HERO TURTLES® THE HYPERSTONE HEIST™

Good clean amphibious fun. **SEGA PRO 87%**

Turtles really is a visually stunning game

MEGA TECH 87%

TINY TOON Adventures Buster's Hidden Treasure™

One of the best plat-formers ever. Megatech 95%

a fast paced platform game that is similar to Sonic, but....better fun.

Mega Drive Advanced Gaming 93%

TINY TOON ADVENTURES characters and logos are registered trademarks and copyright of WARNER BROS; a division of TIME WARNER ENTERTAINMENT. LP © 1993. Sunset Riders™ is a trademark of Konami. Teenage

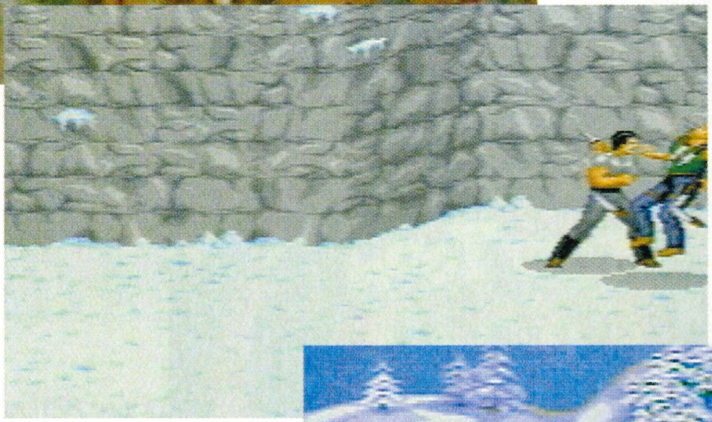
CLIFFHANGER

BY: SONY

price: TBA
developers: IN-HOUSE
release date: TBA

Following a lacklustre few years movie-wise, Sylvester Stallone returned with a bang in 1993 with the release of the snow-bound action picture, Cliffhanger. Set in the Canadian Rocky Mountains ('Rocky' being a blatant product placement for one of Stallone's earlier movies) it told the tale of a gang of psycopaths, headed by a mental case called Qualen, whose idea of a good hiding place for a group of hostages would be a cave at the very top of the world. Well, the top of Canada anyway..

CLIFFHANGER



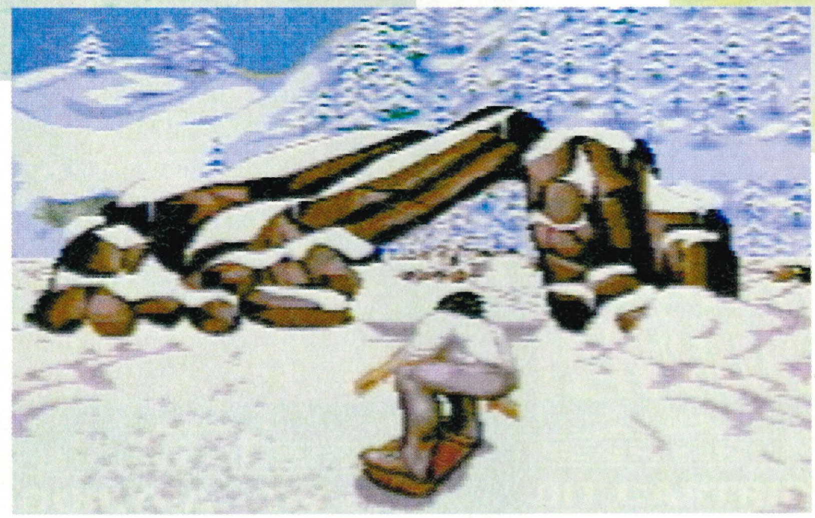
▲**Yes, it is that bloke out of 'The Waltons.' Jimbob? Elizabeth? Ike? No.**

HANG ON

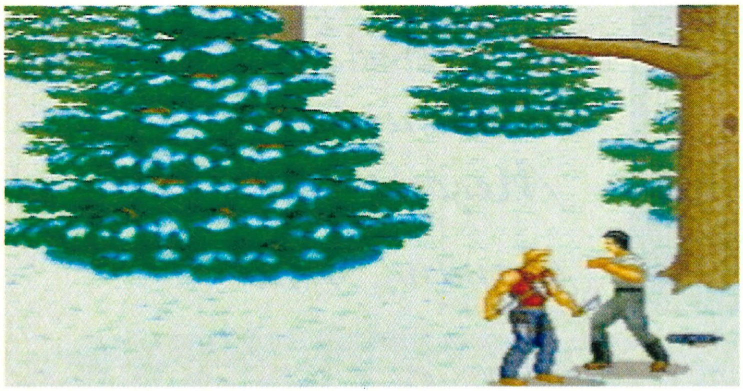
With Sony's big influence in almost every market these days, it comes as no surprise that Cliffhanger CD will contain twenty minutes of footage culled from the film and digitised for your entertainment. Those who have seen the film and thrilled, along with the critics, at the amazing stunts will be happy to learn that the best of them have been included in the game itself. Sound, as you would expect from the Mega CD, is pulled directly from the film score and features predominently throughout the game. Whether this will actually add anything to the overall product is the big question, after all, the Mega CD hardly has an illustrious track record when it comes to in-game FMV does it? Hopefully, Sony's superb reputation, built up on Sensible Soccer, for instance, should give Cliffhanger CD a head-start.

SNOW BUSINESS

Taking control of Gabe, Stallone's on-screen character, the player must negotiate seven levels which closely follow the plot of the movie. Sort of. It promises to be a platform and arcade mix, borrowing somewhat from the Star Wars series on the SNES. The huge crevasses, crumbling bridges, rock slides and dangerous floating logs only represent half of the perils of the mountains. The kidnappers are also hell-bent on keeping the $100 million dollars they have stolen and will stop at nothing to keep it. Ninjas, snipers and knife throwers must be dealt with, not to mention a fully armed helicopter gunship. The question is - is the money worth it?



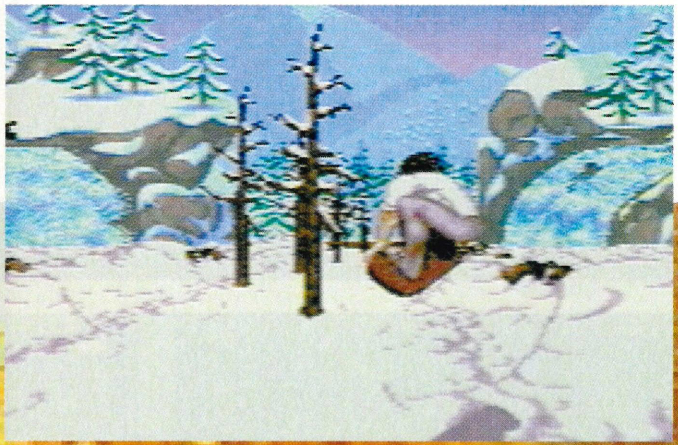
▲ **Sledging, Cliffhanger style. In my day, you didn't need video games to experience snow-filled shoes and damp underwear. Why we used to zoom down hills on our £4.99 ASDA sledge. Of course they cost about £60 now. It's criminal, etc. etc. etc...**



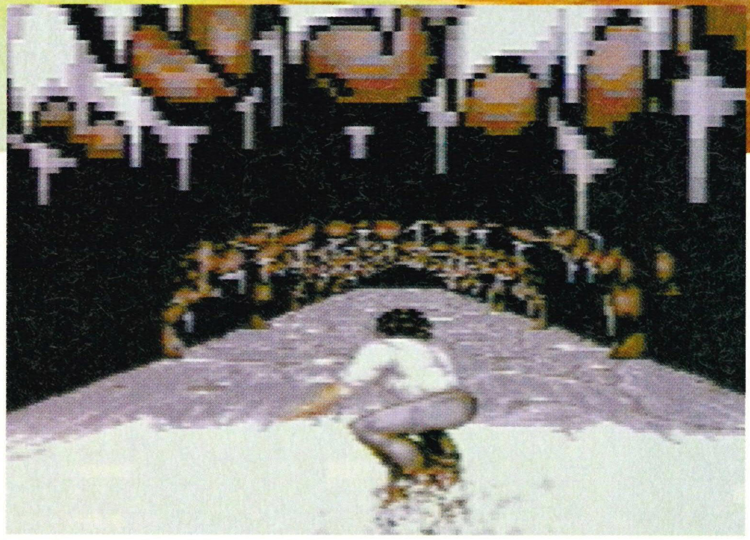
JACK FROST

The bog-standard platform beat-em-up section is simply the entire cartridge game on CD. Where the new technology comes into it's own is during the unique and Mega CD exclusive 3D snowboarding section, made possible with the Mega CD's very impressive, but rarely used, scaling and rotation capabilities which we saw a glimpse of in Sonic CD. Snowboarding is difficult enough, but when there's rocks, trees and tunnels flying at you at full tilt, and a huge avalanche just nipping at your heels, you can be sure that this particular part of Cliffhanger CD will be the make or break of the entire product. The cartridge game wasn't anything to write home about, hopefully Sony will make good use of some decent technology, and surprise us with a little more than a fancy introduction and improved sound.

◀ Any vegans out there might want to close their eyes at this moment



▲ Does anyone who's seen Cliffhanger actually remember any Snowboarding bits? Answers on a postcard to the usual address, and please mark them, 'I saw it, honest guv. No, honest I really did. Really.'



▲ Blimey, good job this is a console magazine or I wouldn't be able to get away with saying how much, in this grab, it looks like the sprite is stood on a skateboard whilst having a cr.. (censored)

ROCKY 7

Here's all seven levels broken down for your viewing pleasure. All of them stand between Gabe, freedom and $100 million, beginning with...

ESCAPE FROM QUALEN

Gabe and his friend Hal fall into the hands of Qualen, who forces you to help him find the three lost cases of money. Gabe escapes and sets out to find the money and use it to free Hal. In this level, Gabe must fight his way past Qualen's men, before jumping onto his Snowboard and outrunning an Avalanche, before the first case can be recovered.

IN SEARCH OF THE SECOND CASE

OK, the first case is safe, and level two begins. Battling through thick forest against more of Qualen's army, Gabe comes up against Heldon at the end of the level, a wrestler who doesn't like you very much.

DOUGLAS CABIN

Before he freezes to death, Gabe must make his way to Douglas Cabin - a mountain hideout where Gabe's friend Jessie awaits. Locating the cabin is the order of the day here, via some tricky rock-faces which must be negotiated. As usual, there are plenty of bad guys to beat up, and at the end of the stage lurks Kynette the Kung Fu Master.

THE THIRD CASE

Using some smart rope climbing skills, Gabe must take out some more of Qualens cronies (surely these people are clones?) and make it onto his snowboard once again to make his escape with the final money case. Falling trees pose the biggest problems for gabe here, but if he does survive it's onto...

THE BITKER LADDER

...the mountain once again. Carefully climbing the rock once more, it's Buzzards, along with the blazing guns of - you guessed it - Qualens men that threaten you here. Only Travers stands between you and a ladder to safety!

OOPS THERE GOES MY MONEY

Your friends are saved, but bright spark Gabe destroyed the money and as you'd expect, Qualen is non too pleased. Time to descend the mountain, while Qualen follows behind in a hijacked helicopter. Unsurprisingly, a few of the left over blokes also need to be battered, too.

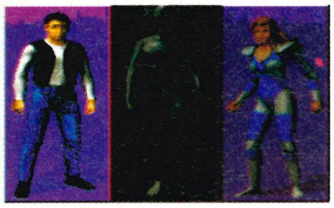
GABE VS QUALEN

The final level pits Gabe against the head kidnapper, Qualen. Fighting aboard the mangaled wreck of the helicopter, both men are one step from falling to their deaths. It's down to you which one it is!

IMPOSSIBLE MISSION 2025
THE SPECIAL EDITION

BY: MICROPROSE

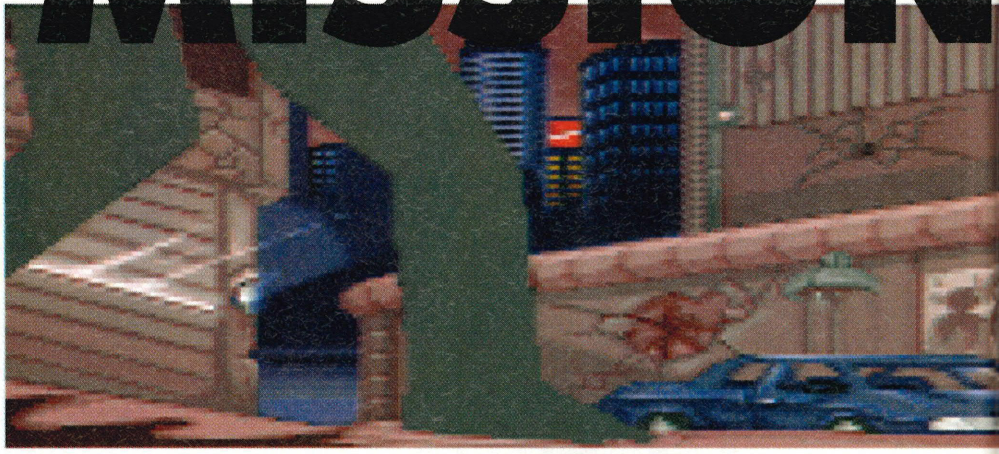
price: TBA
developers: IN HOUSE
release date: APRIL

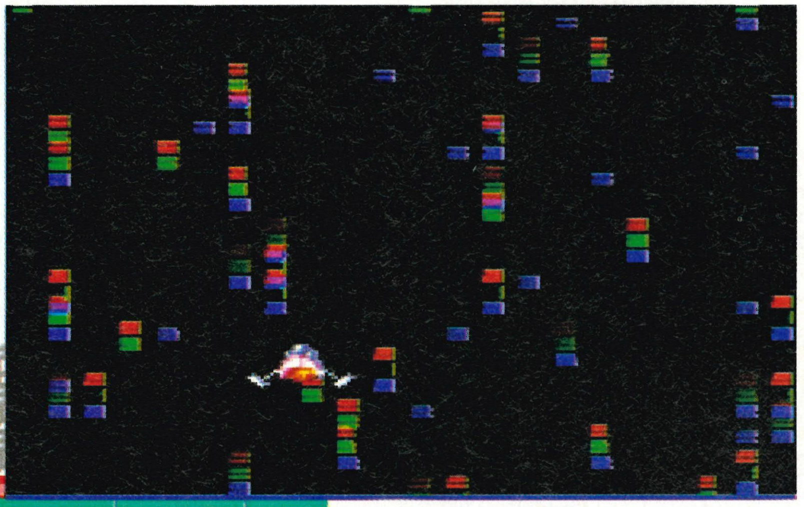


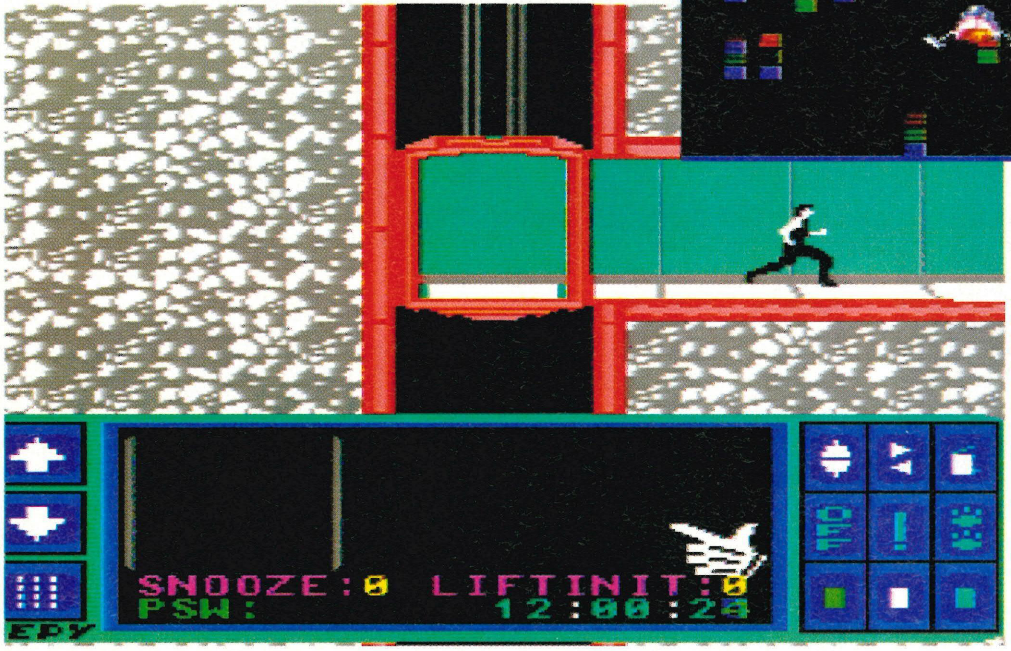
IMPOSSIBLE MISSION

Another visitor. Stay a while – stay forever... Cue maniacal laughter, and you have the introductory sequence to what was probably the most ground-breaking platform game of all time. Whilst Spectrum owners were swamped by wave after wave of flick-screen Manic Miner clones, it took US development team Epyx, to finally break the mould – and the game that did it was Impossible Mission. Of course, it's all too easy to view those halcyon days through rose-tinted specs, but Microprose are about to test whether the Epyx platformer has stood the test of time as they update Impossible Mission for the Mega Drive in an all singing, all dancing, remixed version.

Impossible Mission is a platform-based arcade/adventure in which the player is cast as Agent 4124. An evil genius Elvin Atombender, has holed himself up in a large tower block and is threatening to destroy the world with a series of radio-controlled nuclear warheads operated from his high-security bolthole. Reconnaissance reports show that the eccentric megalomaniac has secreted the necessary weapon disarming codes within the many furniture items inside the building. Therefore 4124 has infiltrated the tower in an attempt to retrieve the codes and neutralise the warheads. However, time is of the essence as Atombender has given a one hour deadline for his demands, so 4124 cannot afford any hesitation in his search.



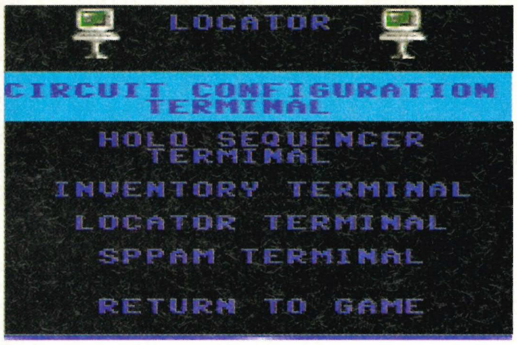




▲ Hey-lp! Hey-lp! That's not a bad impression of Penelope Pitstop if you don't mind me saying so!

FRESH LICK OF PAINT

Obviously, a straight conversion of the old C64 game wouldn't exactly be pushing the boundaries of game design. So Microprose's vision of a '90's style Impossible Mission is a much larger game which greatly expands upon the original idea. The C64 game was set across a number of flick-screen locations, all of which were linked by a series of lifts. For this new version though, the old style building has been enlarged to a huge, scrolling affair with far more background detail than the humble C64 could ever hold. The basic aim of searching the furniture for the necessary passwords still remains, but Agent 4124 is a lot more versatile in terms of actions than he used to be and he can now add the likes of jetpacks and laser rifles to his armoury. In addition, joining 4124 are a T1000-style droid and an as-yet unnamed female agent. MicroProse are aiming to give each character special abilities for instance, 4124 will be the most agile, whilst the robot has slightly more resistance to the robot weaponry.



LOCATOR

CIRCUIT CONFIGURATION TERMINAL

HOLO SEQUENCER TERMINAL

INVENTORY TERMINAL

LOCATOR TERMINAL

SPPAM TERMINAL

RETURN TO GAME

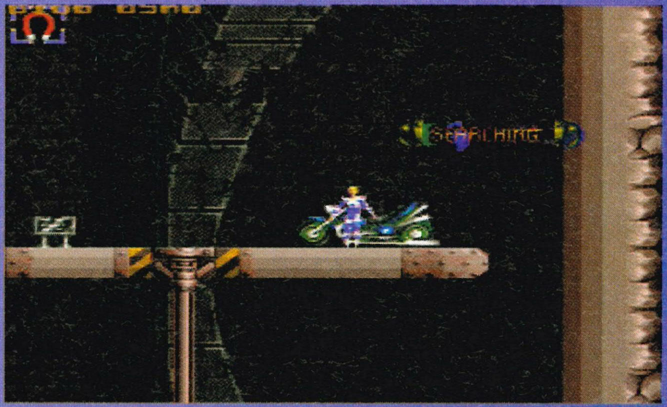
You just can't get away from computers can you?

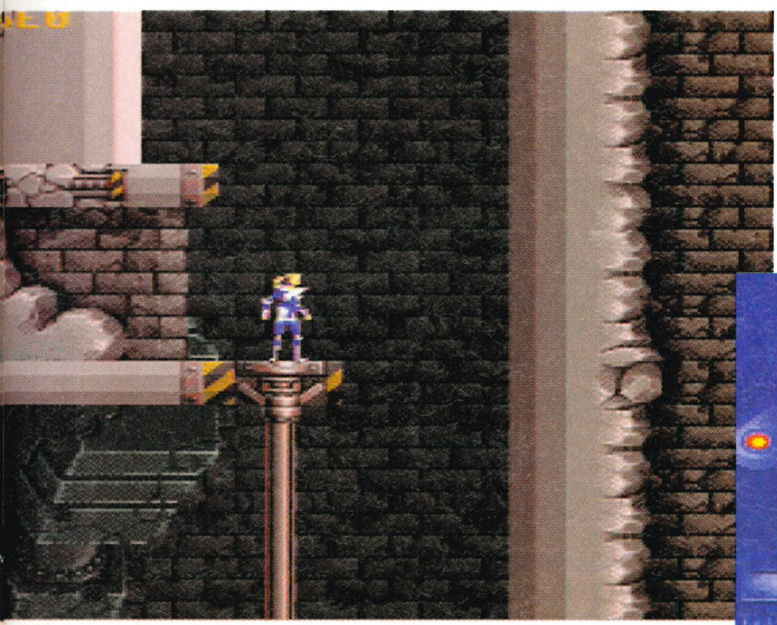
FRESH LICK OF PAINT

Obviously, a straight conversion of the old C64 game wouldn't exactly be pushing the boundaries of game design. So Microprose's vision of a '90's style Impossible Mission is a much larger game which greatly expands upon the original idea. The C64 game was set across a number of flick-screen locations, all of which were linked by a series of lifts. For this new version though, the old style building has been enlarged to a huge, scrolling affair with far more background detail than the humble C64 could ever hold. The basic aim of searching the furniture for the necessary passwords still remains, but Agent 4124 is a lot more versatile in terms of actions than he used to be and he can now add the likes of jetpacks and laser rifles to his armoury. In addition, joining 4124 are a T1000-style droid and an as-yet unnamed female agent. MicroProse are aiming to give each character special abilities for instance, 4124 will be the most agile, whilst the robot has slightly more resistance to the robot weaponry.

SOMETHING OLD...

Just for all the nostalgia freaks out there, Microprose have also included a pixel-perfect conversion of the original C64 version! Every aspect of the old 8-Bit game has been faithfully recreated – from the blocky sprites to the assorted sound effects – and the exact eight-colour palette has been ported over too, which adds to the atmosphere perfectly. Thus, if you have any doubts about how good the original game was all those years back, this should answer any questions.

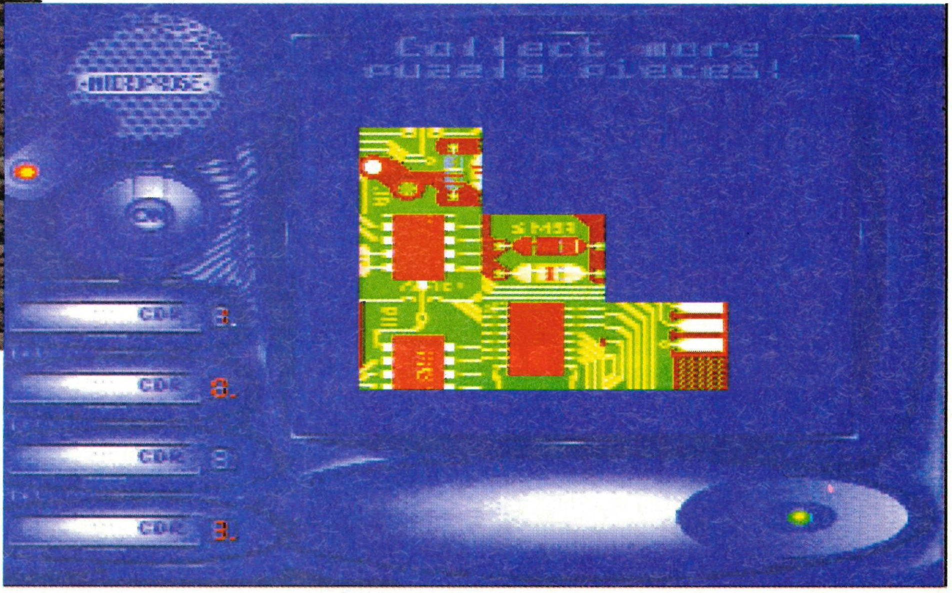




TIME WASTER

Elvin has set a one hour time-limit for his demands to be met, so time wasting is not advised. As the clock ticks away, five minutes are lost every time one of the agents loses a life – either via contact with the robots or by falling too far - and if the time-limit does expire, the entire building shakes as the rockets are launched and the world comes to an end.

The Mega Drive version of Impossible Mission is currently 40% complete, with the bulk of the code being ported over from the more advanced Super NES game. However, you can expect further details within the next few issues.



Collect more puzzle pieces!

This is a green box with red bits in it, all splatted on top of a bigger blue box. Looks like a Jackson Pollack

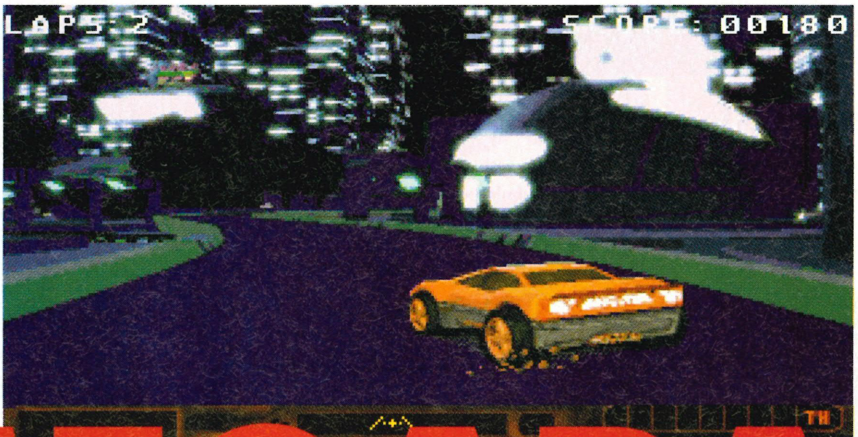
MICROPROSE
1
0
0
1
0
0
0
0
0
ITEM:JETPACK
CDR 3.
CDR 8.
CDR 8
CDR 3.

Object's d'Art from the Tate Gallery are priceless, you know!

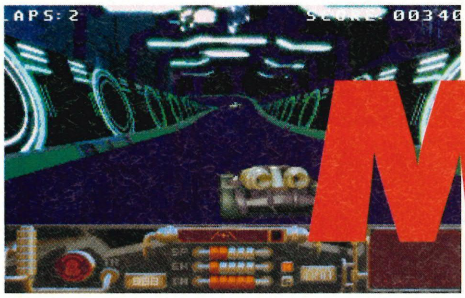
BY: MINDSCAPE

price: TBA
developers: IN-HOUSE
release date: FEB 1994

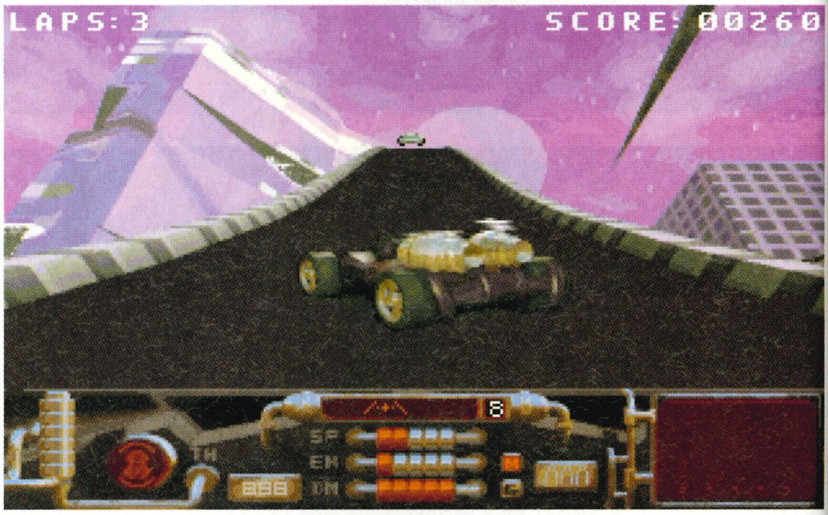
Cryo Interactive Entertainment aren't exactly one of the most famous software houses around at the moment but pretty soon they are going to be one of the hottest developers around when they release MegaRace, which could very well be the hottest CD title to date. At the moment everyone is raving about Virtua Racing, but if this game plays as good as it looks then it will wipe the floor with it.



Just look at the quality of these graphics, and then imagine them moving smoothly!



MEGARACE

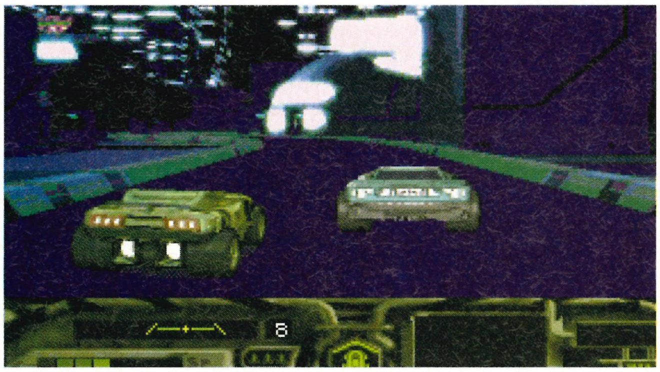


Now this looks scary. Race up a ramp and head straight up into the sky

RAYTRACED RACING

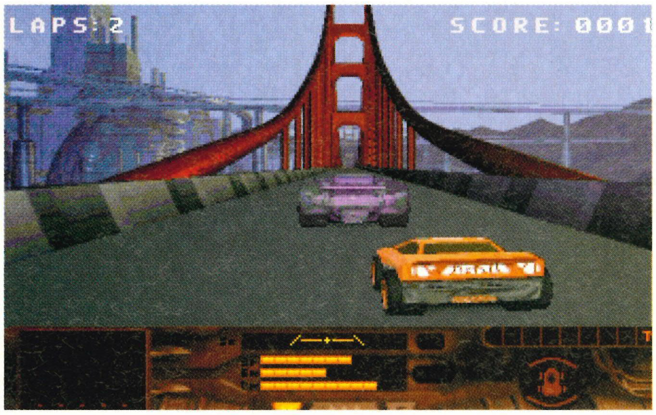
Stop reading this right now and take a good look at the screenshots dotted around the page. They look absolutely stunning don't they? Before you get too excited and moist in the places only little boys have I must point out that these shots are actually from the PC version but we are assured that the Mega CD version will look nigh on identical with only a slight loss of quality. All of the graphics have been painstakingly pre-rendered on a computer far more powerful than the humble Mega Drive. All of the cars, tracks and background buildings were first constructed from computer generated wire frame skeletons. When this was done coloured graphical images were bitmapped on over the wireframe to produce three dimensional images that look sexier than Sherilyn Fenn.

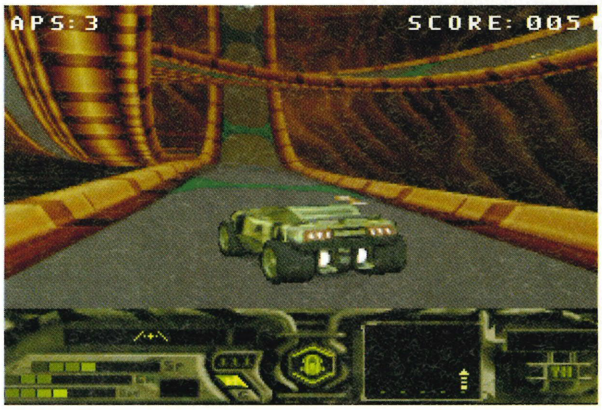
At first the game developers thought that the only computer system capable of running the game was a PC with a CD-ROM but it soon became apparent that the Mega-CD could easily handle it as well, thank you very much.



I FEEL THE NEED, THE NEED FOR A GOOD DEED WEARING MY NEW BEAD

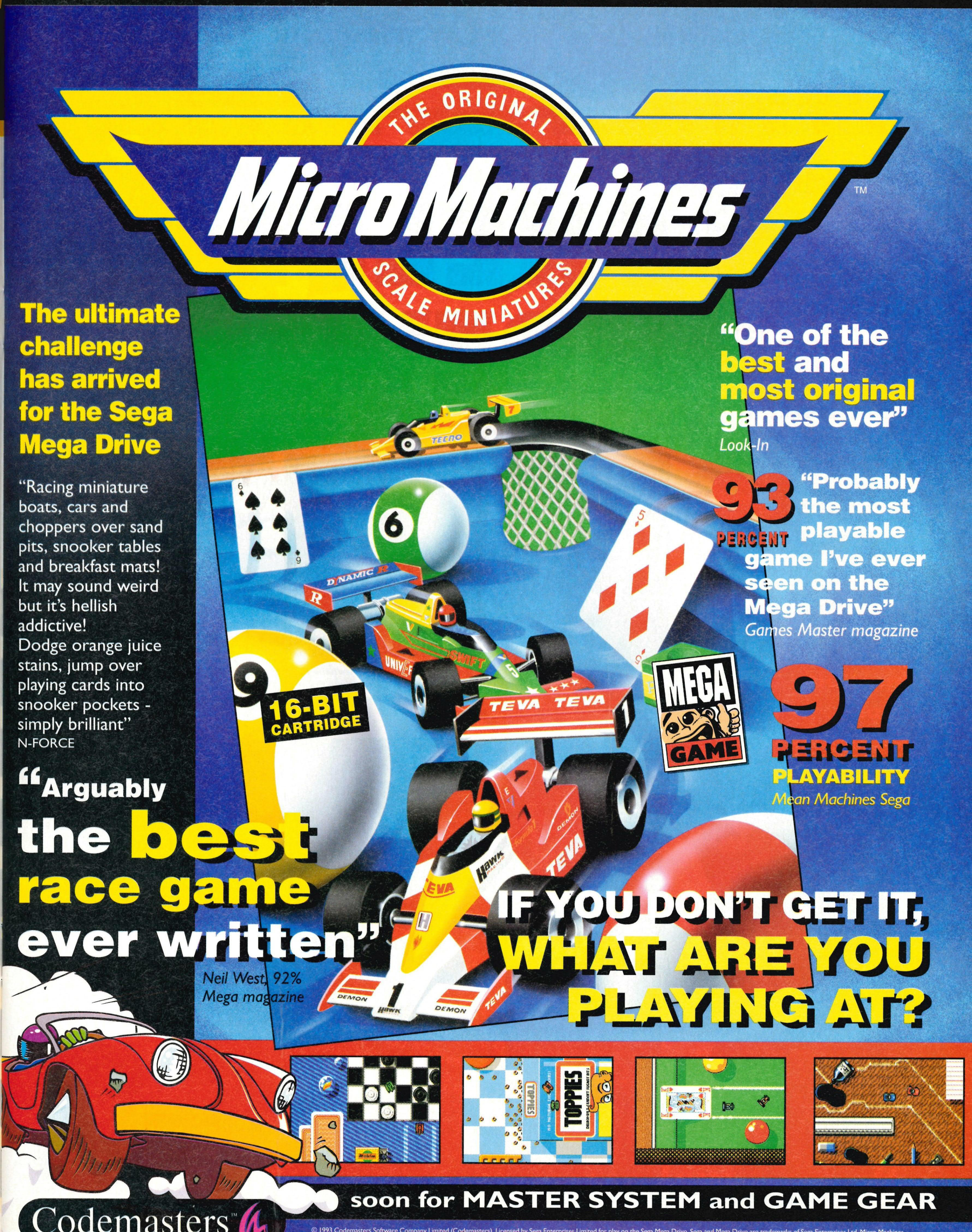
There have been many Mega CD games that are all mouth and no trousers in that they are visually brilliant at the expense of the gameplay. MegaRace on the other hand is different because it moves at a blinding speed as smoothly as a babies bottom. The graphics not only look impressive but they also help to give that elusive sense of speed that is vital in racing games. With Virtua Racing darkening our doorsteps in the very near future and this it looks like speed freaks will have a lot to look forward to. Watch out for the full lowdown when we review it soon in Megatech





This course looks just a tad complicated, doesn't it?

• new for MEGA DRIVE • new for MEGA DRIVE • new for MEGA DRIVE •



Micro Machines™

The ultimate challenge has arrived for the Sega Mega Drive

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant"
N-FORCE

"One of the best and most original games ever"
Look-In

93 PERCENT "Probably the most playable game I've ever seen on the Mega Drive"
Games Master magazine

97 PERCENT PLAYABILITY
Mean Machines Sega

"Arguably the best race game ever written"
Neil West, 92%
Mega magazine

IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?

soon for MASTER SYSTEM and GAME GEAR

Codemasters™

© 1993 Codemasters Software Company Limited (Codemasters). Licensed by Sega Enterprises Limited for play on the Sega Mega Drive. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. Micro Machines is a registered trademark owned by Lewis Galoob Toys, Inc. Codemasters is using the trademark pursuant to a license. Codemasters is not affiliated with Lewis Galoob Toys, Inc. Codemasters is a trademark being used under license by Codemasters Software Company Limited.

For further enquiries telephone Codemasters: **0926 814132**

Presents

BY: CORE DESIGN

price: TBA
developers: IN-HOUSE
release date: MAY 1994

SKELETON KREW

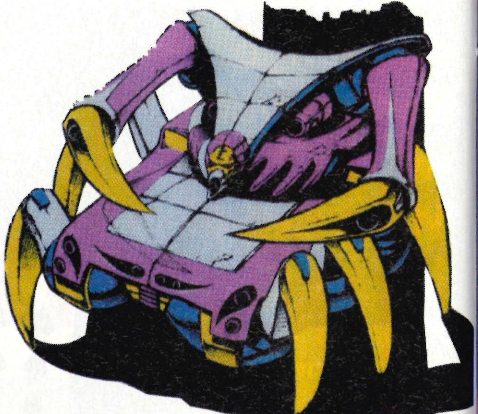
You've already seen a glimpse of Core's forthcoming Soulstar and Battlecorps CD's, which is great if you own one of the mighty disc machines. However if you had begun to think that Core Design had left Mega Drive owners high and dry, take a look at its next cartridge based game, Skeleton Krew, due for release in May and ready to scare the pants out of your younger sister!

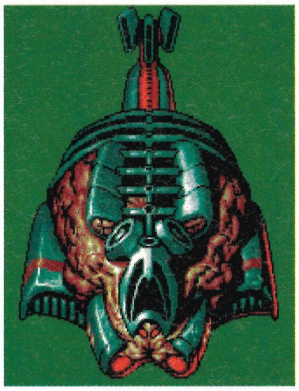
DANSE MACABRE

The pitch for Skeleton Krew sounds really cool, especially if you're the axe-wielding, marrying kind. Core is offering you the chance to "pack a BIG GUN with enough ammo to level a city," as well as the opportunity to wear "a spectacularly sexy, hyper hi-tech, Big Ordnance-Neutralising Exo-skeleton". Phew, sounds too good to be true, but it doesn't stop there.

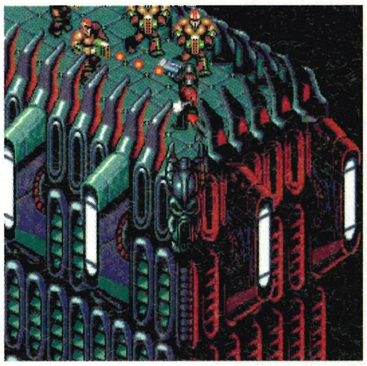
"Wanna massacre seriously psychotic Psykogenix mutants and get paid?" Uh, well, I had better ask my mum first. "Wanna blast your way through six HUMUNGOUS levels of maximum carnage and get verbally abused by guys (and gals) called Thrumm, Smartreek, Lenz, Pewtra-Fekt, Shtum, Varykoze and Vayn – all in the comfort of your own home?" Help!

So there you have it. How could you possibly refuse such an appealing if not forceful offer as that? OK, so it's not Mary Whitehouse's cup of strychnine, but in the light of the current regulations surrounding the content of computer games do you really think that it will be all violence and no absorbing play? Be serious...

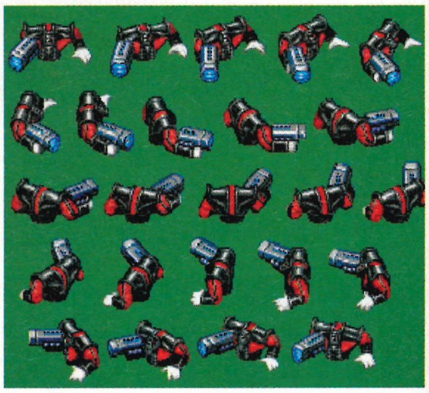




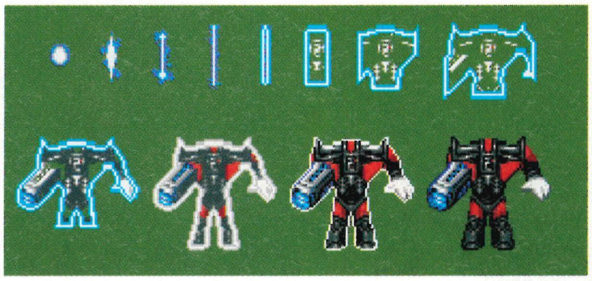
▲ Is it a bird? Is it a futuristic hair-drier? No, it's a spaceship, I think...



▲ The game is based somewhere in space on a remote planet and the graphical style reflects this futuristic theme really well



▲ To make the sprites move smoothly, numerous frames of animation are needed. These are some of the individual frames making up a mercenary's torso



▲ Now you see me, now you don't! This sequence shows a mercenary teleporting on to what would be the playing area

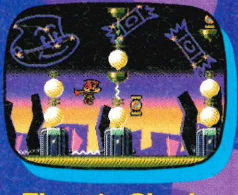
A MOTLEY CRUE

From these initial development screen shots, Skeleton Krew appears to resemble the familiar Games Workshop-style of game seen in both the board and computer versions of Hero Quest and Space Hulk. It utilises a similar game engine of playing area grids and an isometric perspective as you take control of four mercenaries who are collectively known as the Skeleton Krew, in an attempt to defeat the dastardly Moribund Kadaver. There are six levels to the game, each of which is split in to three zones, with the difficulty of gameplay increasing the further you progress into the game.

Throughout the game there will be animated sequences depicting the verbal challenges from Moribund or showing the interaction between the Skulker ship and the Krew. There will also be a number of sections emulating the scaling and rotational effects of the Super Nintendo's Mode 7. Even though this all sounds extremely exciting, you'll have to wait until May to see the game in the stores!

COSMIC SPACEHEAD™

"A groovy experience in arcade adventuring"
Mega Machines magazine


Electric Shocks

City Streets

Teleport Key

Factory Reception

Planet Detroitica

Night Lights

"Brilliantly original, challenging and great fun - don't miss it!"
Sega Pro magazine

"The interaction is great and the puzzles are really sharp"
Mega Power magazine

How would you prove Earth's Existence?

It's outer-space in yer face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! Experience high-speed excitement of racing astro-cars, robot attacks and asteroid fields. It's cosmically out of this world!

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA MEGA DRIVE SYSTEM	LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GAME GEAR SYSTEM	LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA MASTER SYSTEM AND MASTER SYSTEM II
£39.99	£27.99	£29.99

ALSO AVAILABLE ON
Amiga, PC, N.E.S.

Codemasters™

© The Codemasters Software Company Ltd. ("Codemasters") 1993. All Rights Reserved. Codemasters and Cosmic Spacehead are trademarks being used under licence by Codemasters Software Company Ltd. Licensed by Sega Enterprises Ltd for play on Sega Megadrive, Sega Master System and Sega Game Gear. Megadrive, Master System and Game Gear are trademarks of Sega Enterprises Ltd. Codemasters is using the trademark pursuant to a license. N.E.S. is a trademark of Nintendo Company Limited. Codemasters is not affiliated or associated with Nintendo Co. Ltd in any way.

FOR MORE INFORMATION PLEASE CONTACT:
Codemasters Software Comany Limited, Stoneythorpe,
Southam, Warwickshire, CV33 ODL, U.K. Tel: 0926 814132

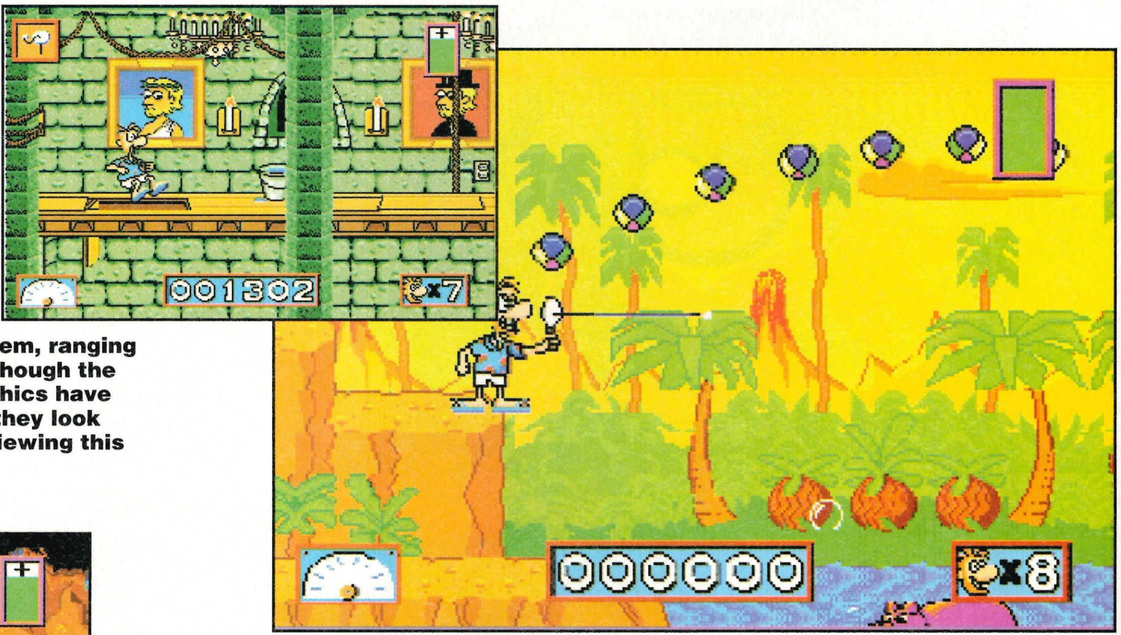
MEGATECH

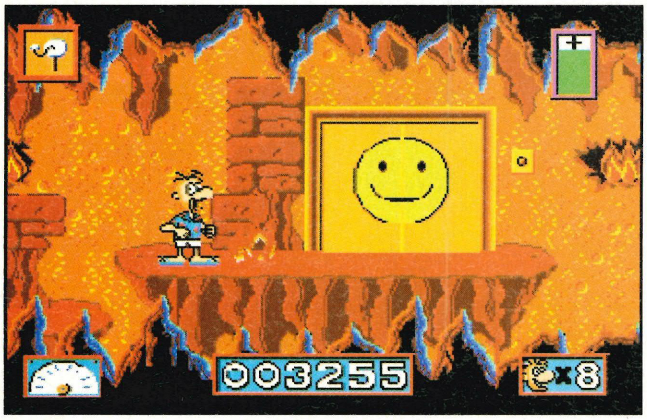
SPYCAM UPDATE

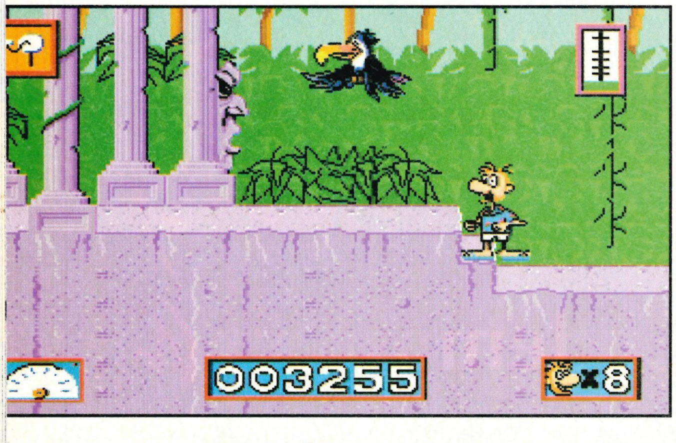
Hey, what's that on that there horizon? Wheedoggie! It's a clutch of new Megadrive games! Let's take a looksee, and find out what they are...

NORMY : ELECTRONIC ARTS

This has got to be a challenger for the 'Most Bizarre Game Scenario Ever' title. In Normy, you play a surfin' dude who also happens to be a part-time worker for the Push, Down and Turn law firm. His task is to deliver writs to eight weird characters, but the catch is they're scattered across different time periods – and there are nearly thirty of them, ranging from prehistoric to sometime in the future. Although the game is at a very early stage, a lot of the graphics have already been completed, and wildly colourful they look too. Due to be released in March,we'll be previewing this one real soon.

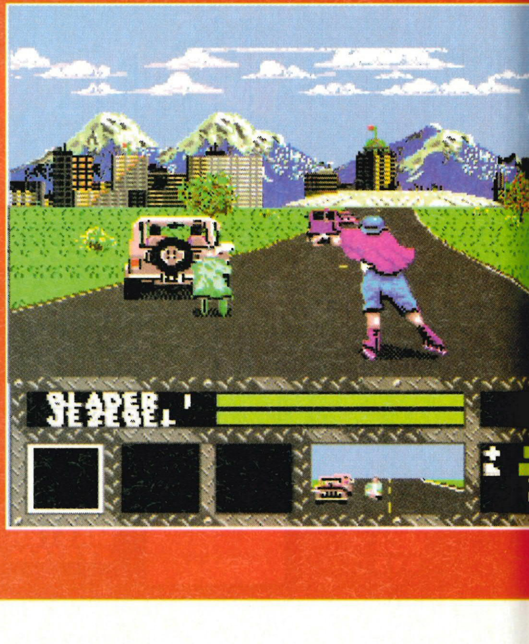




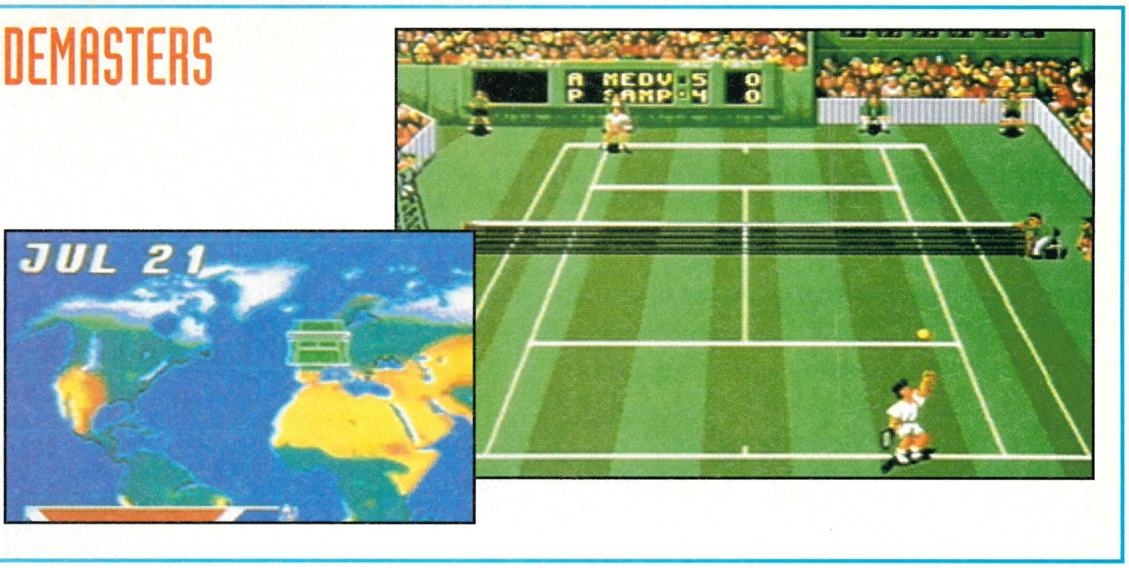


SKITCHIN' : ELECTRONIC ARTS

You don't know what Skitchin' is? What's wrong with you? It's a cross between roller-blading and hitch-hiking, and the team behind Road Rash have turned it into a game you can play without the danger of imminent road death. Featuring the familiar Road Rash II viewpoint, the idea is to grab a lift from the passing cars in your bid to cross the States, city by city. With trick jumps to pull off and several different weapons with which to assault your fellow racers, Skitchin' is violent enough to warrant a 'don't try this at home, kids' warning. More details soon.



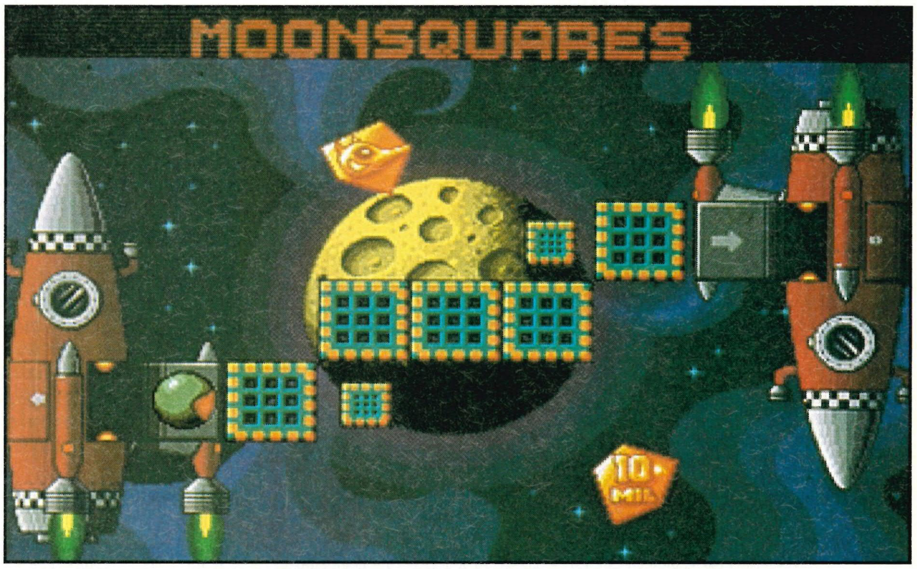
TENNIS ALL-STARS : CODEMASTERS

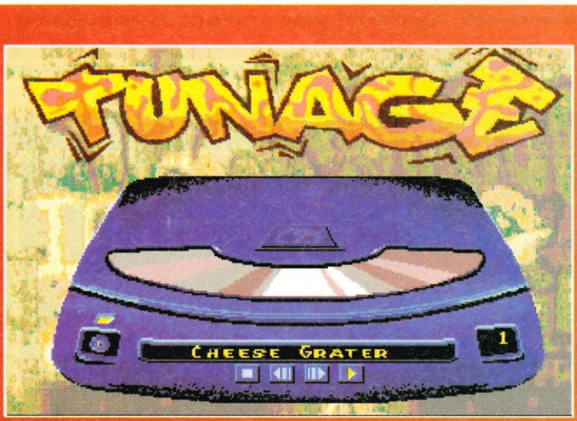


With a footie game already under development, Codemasters continue their sporty series with the announcement of Tennis All-Stars. Offering a mixture of male and female players and the usual singles and doubles tournaments, All-Stars sends the player all over the world in search of on-court supremacy. Seven levels of computer players stand between you and all the trophies you can carry, and Codemasters have also added a four-player mode for real-life doubles. In addition, the programmers have also added a 'Crazy' sub-game, with power-ups appearing for assorted effects. There's no release date as of yet, but we'll have more news reel soon.

PSYCHO PINBALL : CODEMASTERS

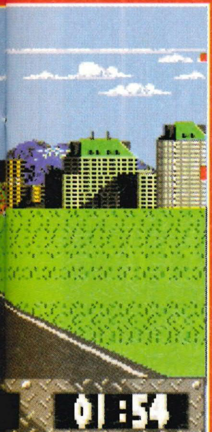
From the team behind Micro Machines comes Psycho Pinball – with a silver-plated Armadillo acting as the ball! Psycho the Armadillo has stumbled into a world made up of six pinball tables. Each table is based on a theme – wild west, underwater and safari, for instance – and features deadly hazards to avoid in addition to the usual bumpers and flippers. Codemasters reckon Psycho Pinball will outdo the likes of Dragon's Fury and Spinball in terms of playability, but you can see for yourself when it is released in June.

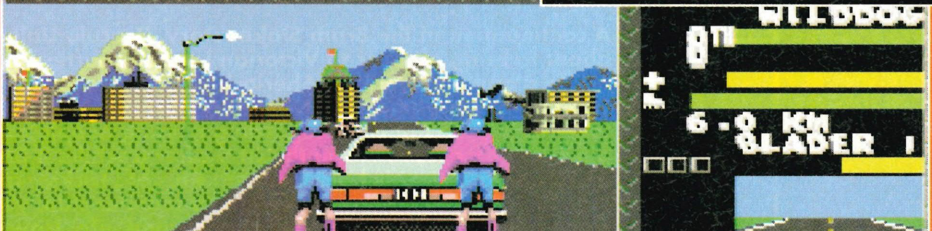




O PARKING
4 SALE
$10
SALE

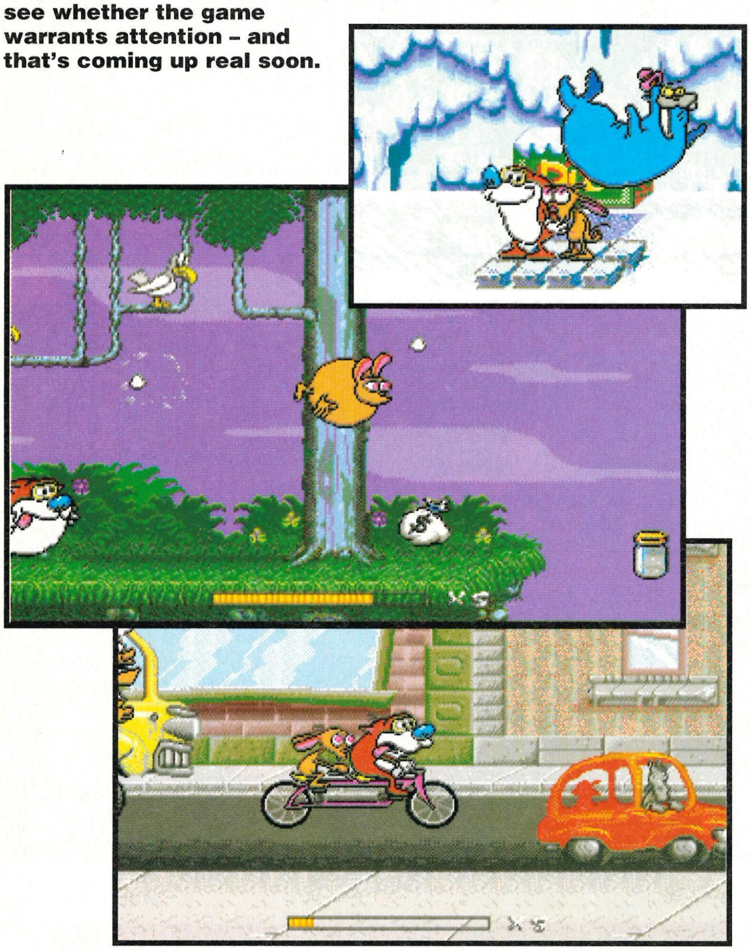
ECONOMY WHEELS
(EQUIPPED)
BLADER 1 HAS $144

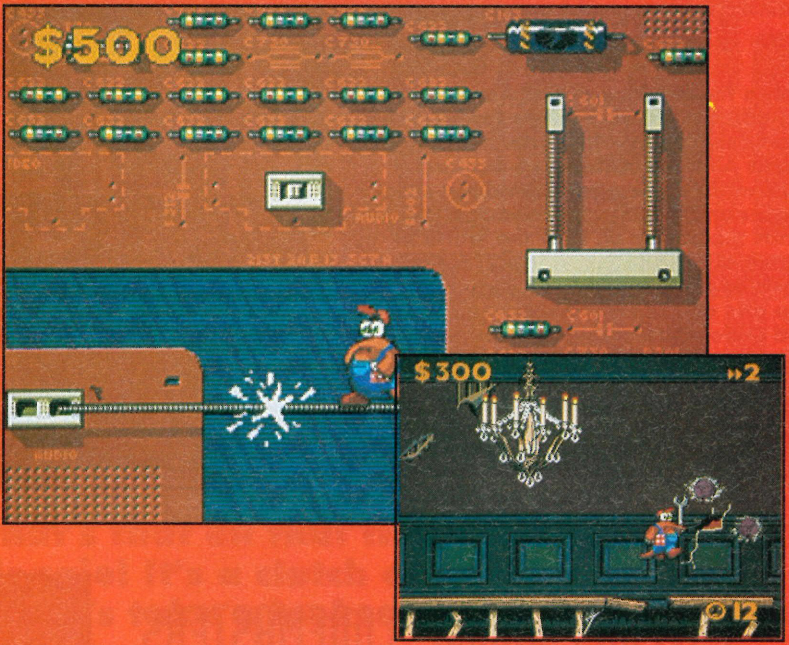




REN AND STIMPY – SEGA

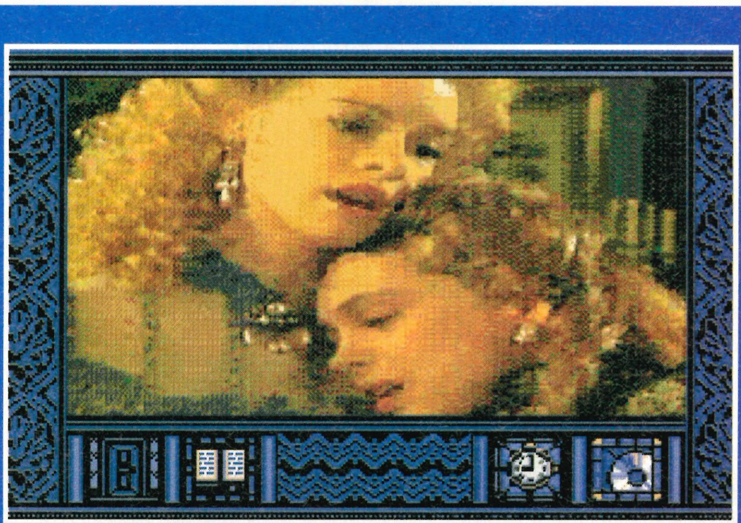
Due to hit our TV screens sometime in February, Sega are gearing up for Ren and Stimpy fever as the two weirdo cartoon heroes head for the Megadrive. Basically, Ren and Stimpy are a small Chihuahua and a larger, dim-witted dog who live together in a house near a desert. Together, they get into all sorts of scrapes, and Sega's platformer hopes to faithfully recreate these. Graphically, the programmers have got the characterisations spot on, but only a full review will see whether the game warrants attention – and that's coming up real soon.

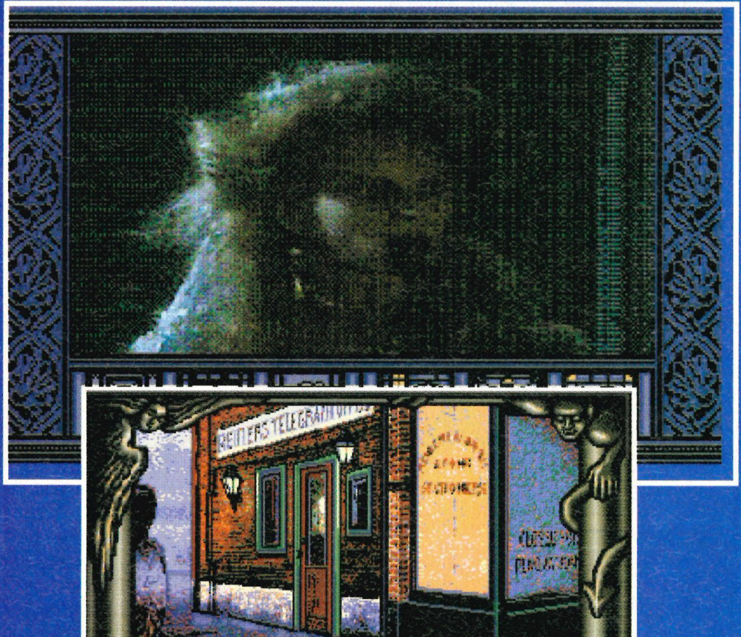




SMAARTVARK : CODEMASTERS

In their continuing search for the new Dizzy, Codemasters are all set to introduce TV repair-aardvark and would-be hero, Smaartvark. Smaarty differs from the usual Rumbelows TV repairmen in that he actually gets into your telly to find the root of the problem. Thus, controlling Smaart, it's your job to eliminate the many bugs and glitches who cause the problems – by sucking them into your trunk. So far, this may not sound too troublesome, but the bugs take on the form of the TV programme showing, leaving Smaart to deal with vampires, B-movie beasts and slapstick cartoon baddies. A one or two-player game, Smaartvark should hit your screens in September.





DRACULA UNLEASHED CD : SEGA

A continuation of the Bram Stoker story, Dracula Unleashed is about to bring ol' Drac to Victorian London courtesy of your Mega-CD. In a game resembling Sherlock Holmes: Consulting Detective, you play would-be sleuth Alexander Morris who is piecing together a series of clues regarding missing people and a spate of bloodless corpses found in the city. After a while, it becomes apparent that Drac is back and up to his old tricks – and you must stop him. Travelling around London's seamier side, you are given small clues which lead to new contacts and info. However, all the time you're farting about gathering info, more victims are falling foul of the Count. For further details, we'll have the full review next issue.

SWAP YOUR GAME IN MINUTES

EXCLUSIVE TO MEGA DRIVE OWNERS

Fed up with sending your games to swap companies only to wait weeks or months for your chosen game to arrive - or worse still, receive nothing?

THEN TRY THE MEGA SWAP LINE !!
We have hundreds of Mega Drive games ready to swap TODAY !!

Simply Ring **0891 - 501080** to hear today's swaps. When you hear one you want, reserve it, and it's yours! Send in your exchange game and payment of £5.00 and we'll send your chosen game by return post - 1st Class!!

MEGA SWAP LINE 0891 501080

£3.50 + £1.50 POST & PACKAGING

DON'T DELAY, RESERVE THE GAME OF YOUR CHOICE

These are just a few of what's on offer

- FIFA INT. SOCCER
- ALADDIN
- MORTAL KOMBAT
- GUNSTAR HEROES
- JUNGLE STRIKE
- COOL SPOT
- ROCKET KNIGHT ADV.
- JURASSIC PARK
- DAVIS CUP TENNIS
- RANGER X
- FLASHBACK
- MICROMACHINES
- SHINOBI III
- PGA TOUR GOLF II

GUARANTEE -
We promise to send your chosen game by 1st Class post on the same day we receive your exchange game and payment - or your money back!!

Postal orders/Cheques for £5 payable to "MEGA SWAP LINE". Send to:
33-35 Taylor Road, Kings Heath,
Birmingham, B13 0PG.

Children under 18 must seek permission of the person responsible for paying the telephone bill before calling. Calls charged at 36p a minute at cheap rate and 48p per minute at all other times. Maximum possible costs of call £3.60. Mega Drive is a trademark of Sega Enterprises Ltd. We are not endorsed by or related to them.

MEGATECH'S
ADVERTISING DEPARTMENT IS NOW AT:

16/17 HOLLYBUSH ROW
OXFORD
OX1 1JH
0865 202770

CALL FOR MORE DETAILS

CHEATS*TIPS*CHEATS

0891 318 400	Information Line Help Line
0891 318 401	Swap Shop (swap and sell your games and stuff)
0891 318 402	Game Gear Cheatline
0891 318 403	Desert strike and Terminator 1&2, Cheats and Help
0891 318 404	Streets of Rage 2&1 Cheats and Help
0891 318 405	Sonic 2&1 Cheats, Help and Tips
0891 318 406	Golden Oldies
0891 318 407	New Release Line, Cheats, Tips and Hints
0891 318 408	Megadrive Cheatline
0891 318 409	Master System
0891 318 410	PC Tips and Cheats
0891 318 411	Street Fighter II special championship
0891 318 413	Jungle Strike, Solution and Cheats
0891 318 414	PC Bulletin board, Down load modems only
0891 318 415	Mortal Combat
0891 318 416	ECCO Level codes Cheats and Help
0891 318 417	Aladdin, Solution and Cheats

Calls charged at 36p cheap, 48p other times.

081 813 5003 PC bulletin view, normal rates modems only

No music, No frills, just help please phone information line to see what is new this week, lines are always being updated

Home Grown Productions Limited P.O. Box 193, Hayes Middlesex

100's OF USED TITLES AVAILABLE FROM £9.99
SEND S.A.E.FOR LIST OR CALL

BEARSTED GAME ZONE

14, SANDY MOUNT, BEARSTED, MAIDSTONE KENT, ME14 4PJ (MAIL ORDER ONLY)
SHOP: GAME ZONE, 7 SNOWDEN PARADE, VINTERS PARK, MAIDSTONE

TEL/FAX: 0622 766220
PART EXCHANGE WELCOME

ADDAMS FAMILY	£34.95	PELE	CALL
ALADDIN	£39.95	ROBOCOP 3	£34.95
BLADES OF VENGEANCE	£37.95	ROBO V. TERMINATOR	£42.95
CHUCK ROCK 2	£37.95	SENSIBLE SOCCER	£35.95
COLLEGE FOOTBALL	£37.95	SHINING FORCE	£42.95
DAVIS CUP TENNIS	£37.95	SHINOBI 3	£34.95
F117A NIGHTHAWK	£38.95	SONIC SPINBALL	£38.95
FIFA SOCCER	£38.95	STREETFIGHTER 2	£49.95
FORMULA 1 RACING	£42.95	TECHNOCLASH	£37.95
GENERAL CHAOS	£37.95	TOURNAMENT FIGHTERS	£39.95
JAMES POND 3	£37.95	ULTIMATE SOCCER	£37.95
JURASSIC PARK	£38.95	VIRTUAL PINBALL	£37.95
LANDSTALKER	£51.95	WINTER OLYMPICS	£42.95
LETHAL ENFORCERS	CALL	WWF ROYAL RUMBLE	£42.95
MADDEN '94	£42.95	ZOMBIES	£34.95
MIG 29	£37.95	ZOOL	£37.95
MORTAL KOMBAT	£39.95	CD GAMES	CALL
NHL HOCKEY '94	£37.95	6 BUTTON PAD	CALL
OTTIFANT	£37.95	EA 4 PLAYER ADAPTOR	£27.95
		MANY SPECIAL OFFERS	CALL

WE STOCK ALL NEW TITLES FROM THE DAY OF RELEASE AT DISCOUNT PRICES
JUST CALL IF THE TITLE YOU REQUIRE IS NOT LISTED

OPENING HOURS
11am-7.30pm MON-THURS
11am-9pm FRIDAY 9am-5.30pm SATURDAY

Please make cheques/PO's payable to Bearsted Game Zone.
Recorded Delivery P&P £1.50

HOW CAN YOU SPEAK TO 220,000 MEGADRIVE OWNERS?

(RING 0865 202770 AND ASK FOR ADVERTISING)

THE Games Exchange

The Original, the Best, the BIGGEST!!

SWAP ANY GAME FOR ANY OTHER GAME OF YOUR CHOICE
BEATS PAYING £40 OR MORE FOR A NEW ONE!!

WE DO NOT CHARGE FOR POSTAGE, WE **DO NOT** USE A POST BOX NO. WE **DO NOT** CHARGE MEMBERSHIP FEES, **BUT WE DO DELIVER BY 1ST CLASS RECORDED DELIVERY POST!!** WE CHARGE ONLY £6.00 (TOTAL) PER GAME EXCHANGED. WE CARRY A LARGE UP TO DATE STOCK OF GAMES, TOO MANY TO LIST. OUR MEMBERSHIP NUMBERS HAVE RISEN TO WELL OVER 3000! MAKE YOUR CHOICES OF A SIMILAR MAGAZINE RATING AND VALUE AS THE ONES YOU SEND. FOR THEIR SAFETY, SEND GAMES IN PADDED PACKAGING AND BY RECORDED DELIVERY. USE A COPY OF THE FORM OPPOSITE OR SEPARATE SHEET OF PAPER IF YOU DO NOT WISH TO CUT OUT THIS COUPON. GAMES ARE USUALLY DESPATCHED BY RETURN OF POST PLEASE ALLOW A MAXIMUM OF 14 DAYS FOR DELIVERY. ONLY CARTRIDGES THAT ARE BOXED WITH INSTRUCTIONS WILL BE ACCEPTED. **WE ALSO BUY AND SELL 2ND HAND GAMES AND CONSOLES.**

MEGADRIVE, MEGA CD, MASTER SYSTEM, SUPER NES, NES, GAME GEAR, GAMEBOY,.

POST TO: The Games Exchange, 24 LANGTON CLOSE, HUCCLECOTE, GLOUCESTER, GL3 3AZ TEL: 0452 611550

NAME ....
ADDRESS ....
....POSTCODE..................
SIGNATURE OF GUARDIAN
(IF UNDER 18) ....
1ST CHOICE ....
2ND CHOICE ....
3RD CHOICE ....
4TH CHOICE ....
GAME ENCLOSED ....
AMOUNT ENCLOSED £ ....

£6.00 (TOTAL)

PLEASE MAKE CHEQUES OR P.O.S PAYABLE TO:
THE GAMES EXCHANGE
SUBJECT TO OUR TERMS AND CONDITIONS AVAILABLE BY SENDING A S.A.E.

Lloyd's Barber Shop

Hi folks. You may remember that the island has recently been completely destroyed by a nuclear explosion and Tom, reporter extraordinare, was last seen sailing off into the sunset on an amazing impromptu life raft cum coconut shy. We can now reveal that whilst sailing across the Mediterranean a foul demon rose up from out of the water and swallowed his soul in one fell swoop. Needless to say, we weren't too happy about this because no one else wants to write the stupid letters page, so we followed the demon in his human(ish) form to his semi in Chipping Norton with a posse of nuns. We now have this putrid entity slaving away at a typewriter at this very moment under threat of holy water, exorcism, and a 3 week old stick of celery from Safeway. If you have any inane chantings, runestones or letters, send them to the all new address of:

Lloyd's Barber Shop, Maverick Magazines,
16-17 Hollybush Row, Oxford, OX1 1JH

BRIE

Dear Megatech
On Saturday 13th of November '93 part of our house was burned including my bedroom. I am wanting to restore it. In the blaze I lost 4 good posters. Sonic CD, Fatal Fury, Mindstation and Cliffhanger. I would be delighted if you could send me these. It would be brilliant. Thanks.
Ryan Harley, Northern Ireland.

LLOYD: It would be brilliant, wouldn't it? Too bad ,eh! What did your Mum tell you about smoking those exotic herbal cigarettes in bed? Sorry mate but we don't have such things lying around in abundance in the office anymore. Why not try writing to software houses and ask them instead. Don't pester them though because knowing them they'll probably come round and burn the rest of your house down. And your dog.

CHEDDAR

Dear Megatech
I agree with you about your replies to 'sad' Megatech readers who write to you. I know that if you have a weird surname, for instance 'Sean Lemon' (ish 22) and the only answer you get is jokes about your name it can get a bit annoying but so what? So James 'fun guy' Mould get a life, get a friend and get a sense of humour.
Louise Brown, Northants
P.S NIRVANA ARE SMART
P.P.S Happy new year

LLOYD: I guess having the mickey taken out of your surname everytime you meet someone can't really be that bad after all then. No, I'm sure the various members of the Pratt family all have a hearty laugh when someone jokes about their name. Even after fifty or sixty years of people making fun of them over something that isn't even their fault some of them still find it just as funny as when they first heard it. Many times they reply "Oh, that's a good one, I haven't heard that before". Anyway, onto the point of your letter. Ah, there wasn't one. Good-bye. Speaking of Sean Lemon, here he is now...

GOUDA

Dear Tom,
It's your old friend Sean here. I have just taken a break from my hectic social life to write you this letter and hopefully improve your street cred a bit by knowing me. Not only is it a privilege to receive a letter from me but to be called a friend of mine also. Well, what can I say.

Right, enough of the ego boosting and onto my reason for writing. I have read your column and reviews every month and my instincts tell me that you have a groovy kind of job and lets face it, if you can anyone can. So there are a few questions that I would like to ask you.

1) Through my childhood I have progressed from a Spectrum 48k to a master system and now I am the Mega Drive Stage. What about yourself?

2) How did you start into the 'writing for mags' business or were you born with a typewriter attached to your fingers?

3) I have 7 GCSE's and I have done my A levels. I will not inquire into your qualifications but do you think I have what it takes, and if not what can I do?
Even if my letter is not published I would still like a reply, if it isn't too much trouble.

Well I would hate to end on a serious note so I would like to say to G Hague of Rotherham who referred to me as a 'thick git', if you name the time and place, I'll bring the rolled up magazines and the bananas. My mate Phil wants a mention so be sure not to. Alright.
Yours orgasmicly,
Sean Lemon, Northern Ireland

LLOYD: Sorry Sean old bean but Tom isn't here anymore, in fact, he is not even on this mortal coil. I'm sure the thought of your friendship will please him as he toils away in the belly of the seventh level of hell. As for your questions, I started with a ZX81 and went onto a Spectrum, followed by an Electron (boo), Atari ST, Mega Drive and SNES. Now if that isn't a sign of a wasted youth I don't know what is. Surprisingly enough, I started writing for mags by applying for a job. That is usually how you get jobs you know. As for qualifications, I have a degree (had to get the ego boost in somewhere!) but as long as you are dead good at English you should have no problem if you are persistent. You also have to have a highly trained liver to handle the copious amount of free beer when nice PR people take you out on the town! Rest assured, I won't mention Phil.

EDAM

Dear Mega Tech,
I have been thinking about buying a Mega CD. I have a Mega Drive one and would like to know if it will fit the Mega CD 2. Because the Mega CD 2 is cheaper than the Mega CD one.
Nick McGrillan, Cambridge
P.S: I love your Magazine even if it is not entirely yours. My T-Shirt size is large

LLOYD: The Mega Drive will indeed work on a Mega CD 2. And now you know. May I just take a few moments to thank you for your wonderfully crafted letter. The term 'short but sweet' springs to mind. In fact that is the only thing that springs to mind because this must be the most boring letter I have ever read. Where is the wit and emotion? Alas, there was none.
P.S. My T-Shirt size is large as well, thank you very much

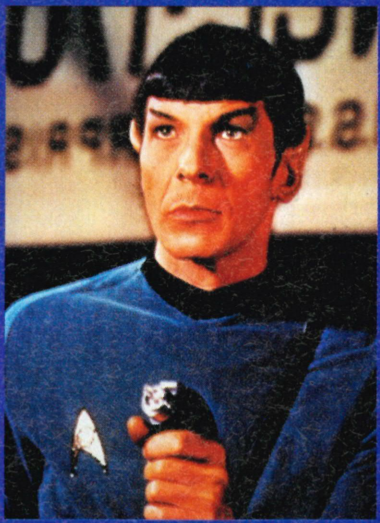
STILTON

Dear Tom Man,
I am glad you have decided to escape the terrible oppression on your island. I think it is ghastly what those other Megatech brutes do to you. Anyway, I am a young youth (As opposed to an old one I suppose? - The gang) who enjoys a jolly bash on his Mega CD and is a fan of your friendly magazine. I have a problem though with these horrific price rises in games. I remember the good old days when a top class Spectrum game cost £9.99. Now most Mega Drive and Mega CD games cost £49.99. Fifty quid! And for all that money you only get one game. You might think I'm strange moaning about high prices when I've got a Mega CD but it offers a lot of features and games for one package. I think Mega CD games should give us players and you over stressed reviewers more for our money, like what Batman Returns offers. Two games on one CD. I think Sega should release normal cartridge games on CD (which you told us readers are cheaper to produce) and sell them for 20 quid or so.
James Oxley, Essex
P.S. Sorry about the moan
P.P.S. What's your fave Mega CD game at the moment?
P.P.P.S. I'd be over the moon if you printed this letter!
P.P.P.P.S. Sorry about all the P.S's!

LLOYD: You're taking the P.S aren't you? Nice Garfield note paper by the way. Better than the usual coffee stained bog roll we get, but not quite as good as the Ordinance Survey Lyme Regis map note paper that Dewi Griffiths used when he sent his FIFA soccer tips in. I agree with your points wholeheartedly dear fellow. Games are way too steep now. I can't say that there are many games out that I would buy at the moment on either Sega or Nintendo because of the high prices. Mind you I don't have to buy them 'cos I play them at work! Oh the joy of being a staff writer on a fine mag such as this. Batman Returns isn't such a good example because the driving game is good but the platform game is a complete pile of crap. My fave game on CD at the moment has to be Lunar the silver star, an awesome, engrossing RPG.

PRO-CELEB

C. Barry: Hello and good evening to viewers in - wait for it - Barry Island (cue three members of studio audience from Barry Island "hurrah") - namesake of me, C. Barry, co-presenter of tonight's pro-celebrity Food and Drink, with Spock from Star Trek...
Spock: Greetings C. Barry.
C. Barry: ...and tell me Spock, are you looking forward to tonight's contest?
Spock: I am a Vulcan. My eyes are positioned in my head in such a manner, that I can fail to do little else but look forward.
C. Barry: Hahaha! Well you'll have your work cut out for you tonight, Spock, because (slight chuckle) we've got a right SOD of a co-presenter - popular TV cartoon pundit and part time Sue Pollard body double, PENNY CRAYON! Hi Penny...
Penny: Ooh, Miss Cathcart.
C. Barry: Yeast.


(c) British Sky Broadcasting

GORGONZOLA

Dear Megatech,
I buy your magazine a lot because its got so many games reviewed and a lot of tips. I haven't bought your magazine for over a month because I was on holidays in Switzerland. I'm writing because I can't get anywhere in Truxton and Mickey Mouse. Could you please type in level selects for infinite lives etc., in your next edition.
Alan, Ireland

LLOYD: Switzerland eh? What a fantastic country. It has to rank as one of my favourite places. Cheap booze, expensive watches and top quality Swiss army knives that everyone takes the mickey out of except when they need it desperately urgently please Rich lend us your screwdriver again. Liechtenstein is nice as well. Not as nice as Switzerland mind you. Or Austria.

There aren't really any tips for Truxton or Mickey Mouse I'm afraid. Sorry but that's life you know. You can't have everything you want when you want it you know!

DANISH BLUE

Dear Megatech,
Being an avid fan of the original Mortal Kombat in the arcades I was amazed at the brilliant job Midway has done with the Mortal Kombat II. The excellent graphics, sound and awesome playability must make this the best game around at the moment. The many characters it now has are some of the meanest let looses on the general public.

As this game is destined to come out on the Mega Drive I would like to ask if you could dig up any juicy information about it.

Probe did a pretty good job with the first one and to me the only thing that let it down was some awful sound effects like Raiden's lightning. Do software houses take note of the complaints from magazines like 'Megatech'? If they do could you give them a few pointers where they are going wrong with their games.
Peter Jackson, Derbyshire.

LLOYD: Mortal Kombat II might be good but is it as good as Super Street Fighter Tournament edition? I think not. Digging is what you asked me to do and digging is what I did. With my trusty spade and wooden spatula I turfed up the back garden of

RITY FOOD AND DRINK!

Audience: (subtle applause)
C. Barry: OK, well, let's get on with the first round. Wine Tasting, and it's Penny to taste first...
Penny: By eck. It's 'orrible! It's like the stuff I clean the chalets out with
C. Barry: ...and Spock, what do you think about the drink?
Spock: My analysis shows that this liquid is made from many squashed small fruits. I think that it is reacting strangely with my Vulcan Metabolism.
C. Barry: ...Penny try a glass of this new fruity Australian white wine.
Penny: Are you trying to get me tiddly? Me mum'll kill me if she finds out!
Spock: Why Penny, has anyone ever told you that your eyes look like the seas on Vulcan?
C. Barry: I beg your pardon?
Penny: Hey Spock, let's blow this joint! With my amazing crayons I'll transform this room so that we are on the bridge of a spaceship that uncannily resembles the Starship Enterprise.
Spock: That is illogical, but I like it? How does it work?
Penny: I don't know, but it does!
Dr. McCoy: My god Spock what's happened to you? You seem to have come down with a bad case of Mary, Mungo and Midge fever.
Spock: But how can you tell?
McCoy: You exhibit classic symptoms you green blooded half breed. They are listed on the screen here, look - The sufferer will appear on a boring late night programme on BBC2 with a fat cook, then meet and fall in love with a cartoon character from Children's BBC, gallivant around the universe in an intergalactic starship, and end up being brutally slaughtered by Chucky, the psychopathic doll from Child's Play.
Chucky: Hi de ho! Wanna play?

(c) British Sky Broadcasting

Midway's offices and lo and behold I found a hidden chest with a secret document inside. Inscribed on the document were the following words - Mortal Kombat II is being developed by Probe and should be released by Acclaim later this year. I too was disappointed by the sound effects of the first one, especially by the absence of Raiden's ludicrous cry as he did his flying torpedo move. Software houses do listen to us lot you know. Have you noticed that games aren't as easy as they used to be because everyone moaned about it? That is the power of the consumer for you.

DAIRY LEE

Dear Megatech
I would like to start by saying what a great 'mag' Megatech is apart from your sad column with the BULL SHIT stories, what planet are you on man?
I am a proud owner of a Mega Drive and a very disappointed owner of a Mega CD which I will be selling in the near future, it just hasn't lived up to all its expectations and I am sick of waiting for something worth shouting about to come along. I will be using the money I get to buy a Panasonic 3DO when it is released.
Now for all the important questions

1) How much will the 3DO be?

2) In the issue 24 preview FIFA inter, Steve and Mark quoted the best footy game for the Mega Drive, overall 92. Yet in the game index Super Kick Off got overall of 94. Which is the best? Or are you just trying to confuse your loyal readers.

3) Can you tell me the cheat in 'ECHO' which turns the dolphin into a shark

4) Finally, what are my chances of a guided tour around your offices? If you are not brave enough to print this letter then please contact me
Anthony Pearce, Cleethorpes

LLOYD: If you think this column is sad then you must be even sadder for writing to it. By the way, we are on planet Earth, you should come here sometime. On import the 3DO costs about 800 but will be cheaper when released officially. As far as footy games go forget the two you mentioned and go for Sensi. Sorry but we have a strict policy here to not answer tip requests from people who live in Cleethorpes. Guided tours of the office only happen on special occasions but feel free to come down and stand outside looking on in awe.

RED LEICESTER

Dear Megatech
I am writing to complain about this mag. I am so annoyed about you not printing my letter, my pretty crap cheat and my fab high score for Streets of Rage 2. So I have sent in this letter with 2 cheats, and my high score for SOR2 was 719,020 on Normal. So why don't you print my high score instead of that prats (Craig Wilkins). Now if you don't print any of this letter I won't renew my subscription to get this Mag
Nathan McIntyre, Oxfordshire
PS I think this is a great mag
PPS I am not f*****g about

LLOYD: Ooh! Aren't we mister nasty then? Didn't mummy cut your toast into soldiers this morning or something? I just love getting letters from arrogant prats with the IQ of a retarded newt. What kind of moron are you? Perhaps your letter wasn't printed because it was as pathetic as this one. Lets see, you start off complaining about the mag and end up by saying how great it is? And why should we print a cheat you yourself say is crap? Tell you what, write in again and we'll make next month a Nathan McIntyre special. We'll even put your picture on the cover and run a feature based on your life story. Then everyone else can write in about how sad you are and we can all have a laugh at your expense. I bet you've even got a stupid haircut. By the way, mate, I only live a few miles from Abingdon so watch out. It could just be me lurking around that dark corner waiting for the moment to do the world a favour and give you a good kipper slapping

WENSLEYDALE

Bong Thang Tom,
I have been an avid reader or your, erm.. bit since before you were dumped on your island back in may. I have noticed that recently many of your letters have contained wonderful questions like 'when is Sonic 3 coming out?' and, 'What's better, Axe fiend 7 or intergalactic toad-in-the-hole?'. I'm sure this is beginning to piss you off a bit and I hope you'll find my questions more of an experience, albeit a mildly pleasant one.

Anyway, I digress. Does Super Streetfighter 2 have speed setting a la Hyper Fighting? If not, do you think that the home versions will have when they eventually appear? Why is series 3 of Games master not very good? Could it be that the format is STILL the same, or that Dominik Diamond was actually quite good and Mr. Fletcher is a bit of a tosser, or even that Dave Perry is on the show every bloody week and still persists in wearing that God damned bandanna? Seeing as the Mega

Drive hasn't really been affected sales wise by the Super NES, how long do you think it will be before technically superior machines like the heinously overpriced 3DO and the software lacking CD32 and Jaguar begin to make dents in Sega's profits? Having recently completed the rather fabby Jungle Strike, I was watching the credits and noticed that, apart from 'Cows supplied by Bovine Talent inc.', it proclaimed THE END...or is it? Now this is obviously stating that a sequel is on the way, do you have any info on this matter? Could it be called 'Lunar Strike' or even 'Coal Miner's Strike'? Bwa ha ha ha! (Sorry). Right, what to aim my biting satire at next? Ah yes, Teletext's Digitiser. Are they aiming for laughs with their infantile humour or are they just crap? For example: from Databank 'Letters over 60 words will be "bald"'. Bwa ha ha. Oh thanks 'Mr Biffo' and 'Man with a long chin'. Ha bloody ha, I don't think. Sorry about that, it's been irritating me since yesterday.

Ste Something or other that I couldn't make out, West Midlands

P.S What do you think of my handwriting as my parents and teachers say it's crap (I think the answer to this one is obvious, eh readers?)

LLOYD: I wouldn't say Dexter Fletcher was a bit of a tosser, no, I'd say he was a lo(SNIP - Legal Department). I was going to say he was a lovely bloke, if you don't mind (honest! Phew). The Mega Drive still has a long life, after all the Spectrum and C64 still have games being made for them. Now lets think about this Jungle Strike stuff for a second. EA made exactly a squillion quid with Desert Strike, and a fair few shillings more with Jungle Strike, so it isn't too outrageous to suggest that a third one will be on the way. If it was called Lunar Strike it wouldn't be very exciting now would it because helicopters can't actually fly on the moon. What's next? Digitiser! Oh very 'biting' Ste. I'm sure Digitiser and their million-plus audience will be shaking in fear of your next witty description of Mr Biffo and The Man With A Long Chin. You forgot to mention Auntie Chapman, Chart Cat, Pat Walker, DIY "Kelly", Duncan, The Man Who Taunts Fear, DJ Ice Hockey and TV's Danny Taurus to name a few. But who am I to question your obvious talent for satirical comic writing. Watch out Ian Hislop! I can see Angus Deayton now - 'Hello and welcome to 'Have I Got News For You' with Paul Merton and 'Ste.' How about Private Eye - edited by Peter Cook and 'Ste.' Next stop Spitting Image? More like 'So Haunt Me' for you 'Ste.'

CHESHIRE

Dear Megatech,

I am a human that played Mortal Kombat 2, yes MK2, yes, yes, Mortal Kombat 2 arcade machine. I can just say that I was so happy I started to cry. If you know anything about like: Is it going to come on Mega Drive, when, how much, etc., etc. Please answer my letter!! If you don't know, this is what I know: 12 fighters, 2 bosses, no endurance battles.

The fighters: Liu Kang, Rayden, Scorpion, Johnny Cage, Sub-Zero, Shang Tsung, Reptile, Kung Lao, Jax, Bakara and 2 girls. There is no Kano, Sonya Blade or Goro.

This is the story of MK2; In the first game Shang Tsung lost fight and fighters kill Goro, yes he's dead. In MK2 Shang Tsung got to face death himself, named Chang Khan, because he lost fight in part one, but he gets a second chance to fight and gets much younger.

Denis, Rotterdam, Holland

P.S. Sorry for English, This is the first time I ever write it and I never learned it at school.

LLOYD: Oh dear. Get a life for God's sake man! MK2 may be good but it is only a game. You see, games are fun but there are more important things in life like going out and making friends. Friends are the people who aren't ashamed to be seen with you when you burst into tears in the arcade. Alternatively, why not explore the unknown subject of girls? Mind you, if any of them heard about your arcade antics they probably wouldn't want anything to do with you anyway

KNOB

Dear Megatech,

I am writing to you in utter disgust at your magazines review of the fabulous game Microcosm on the Mega CD. Why oh why did you think it was crap?? Up until now your reviews have been very fair, but you have gone down hill! The phrase 'It's grainy' springs to mind! You cannot expect the Mega CD to produce photo quality 3D rendered graphics with a fine selection of 64 colours. It still looks extremely impressive and didn't deserve 60% Psygnosis are doing a fine job on their MCD titles! They need a big pat on the back and a cigar if you ask me! WELL DONE PSYGNOSIS!

Anyway enough of that, I have a few questions.

1) In April I saw an ad for Citizen X on the MCD. Where the hell is it then?

2) I've been told there is going to be a FMV card for the MCD? Is that utter rubbish or is it true? I thought they only worked on machines that can handle 24bit E.G. CD32

3) What do you think of CD32's? Personally I think they will flop. Have you seen the software? It's not fit for the bin!

4) Also, Atari's 64 bit Jaguar. Pull the other one. They look poo-poo's. Have you seen Tempest 200 or Raiden? 64 bit? I rest my case

5) Finally, if CD32's are so great, why is James Pond 2's footage worse than that of Dracula on the MCD

Craig Jones, Kent

LLOYD: Why did we say Microcosm was crap? How about because it was crap. It looked fantastic but played like a floater, but if you liked it then it's all right isn't it? There is no news on Citizen X as yet. The CinePak is an upgrade for the Mega CD that boosts its colour capabilities. The CD32s are OK but they feel very flimsy. As for the Jaguar, have you seen Cybermorph or Alien Vs Predator? I think not. You would think twice about your comments if you had. I rest my case.

IMPORTANT NOTICE

Don't forget guy's and gals that MegaTech has an all new address to which all competition entries, letters, tips, subscriptions, freebies etc should be sent to. And what is this amazing new address?

MegaTech, Maverick Magazines Ltd,
16-17 Hollybush Row, Oxford, OX1 1JH

PRICES THAT CAN'T BE BEATEN

UP TO 70% OFF SEGA MEGADRIVE GAMES

£9.99

BATMAN
DECAPATTACK
SIMPSONS
SPEEDBALL 2
TOE JAM & EARL
TWIN HAWK
WORLD CUP ITALIA '90

£16.99

688 ATTACK SUB
AFTERBURNER 2
ALEX KIDD IN ENCHANTED
ALIEN 3
ALIEN STORM
ALISIA DRAGOON
ANOTHER WORLD
AQUATIC ROBOCOD 3
ARCH RIVALS
ARIEL THE LITTLE MERMAID
ARNOLD PALMER GOLF
ATOMIC RUNNER
BACK TO THE FUTURE 3
BATMAN RETURNS
BATTLE SQUADRON
BIO HAZARD
BONANZA BROS
BUCK ROGERS
BUDOKAN
BURNING FORCE
CALIFORNIA GAMES
CAPTAIN PLANET
CHAKAN
CHIKI CHIKI BOY
CHUCK ROCK
COLUMNS
CORPORATION
CRACKDOWN
CRUEBALL
CYBORG JUSTICE
DJ BOY
DARK CASTLE
DRAGONS FURY
DUNGEONS AND DRAGONS
DYNAMITE DUKE
ESWAT
EUROPEAN CLUB SOCCER
EX-MUTANTS
F22 INTERCEPTOR
FATAL LABYRINTH
FERRARI F1
FLICKY
FORGOTTEN WORLDS
G-LOC
GALAHAD
GALAXY FORCE 2
GHOULS 'N 'GHOSTS
GLOBAL GLADIATORS
GOLDEN AXE 2
GRAND SLAM TENNIS
GREEN DOG
GYNOUG
HARD DRIVIN'
HELLFIRE
HERZOG ZWEI
HOME ALONE
INDIANA JONES
JAMES BOND 007
JEWEL MASTER
JOE MONTANA 3
JOHN MADDEN '93
JORDAN VS. BIRD

KID CHAMELEON
KLAX
KRUSTYS SUPER FUN HOUSE
LEADERBOARD
LEMMINGS
LHX ATTACK CHOPPER
LOTUS TURBO
MARBLE MADNESS
MARIO LEMIEUX ICE HOCKEY
MEGA GAMES 1
MERCS
MICKEY AND DONALD
MOONWALKER
NHLPA HOCKEY '93
OUTRUN 2019
PAPERBOY
PAPERBOY 2
PHELIOS
PITFIGHTER
POPULOUS
POWERMONGER
PREDATOR 2
REVENGE OF SHINOBI
ROAD RASH 2
ROBOCOD
ROLLING THUNDER 2
SHADOW DANCER
SHADOW OF THE BEAST 2
SMASH TV
SONIC 2
SONIC THE HEDGEHOG
SPACE HARRIER 2
SPIDERMAN
SPLATTER HOUSE 2
STEEL TALONS
STREETS OF RAGE
STRIDER
SUPER FANTASY ZONE
SUPER HANG ON
SUPER MONACO
SUPER THUNDERBLADE
SUPER VOLLEYBALL
TALESPIN
TALMITS ADVENTURE
TAZMANIA
TEAM USA BASKETBALL
TERMINATOR
TERMINATOR 2
THUNDERFORCE 4
TINY TOONS
TOKI
TOXIC CRUSADERS
TRUXTON
TWO CRUDE DUDES
WONDERBOY 3
WONDERBOY IN
MONSTER WORLD
WWF
XENON 2
ZANY GOLF
ZERO WING
ZOOM

MAIL ORDER HOTLINE
081-741 9050

COMPUTER GAMES

309 Goldhawk Road
London
W12 8EZ

PLEASE ADD £1
POSTAGE & PACKING

MAIL ORDER PRICES ONLY

ALL GAMES LISTED ARE NEW OFFICIAL UK GAMES – WE ALSO BUY AND SELL USED GAMES. PLEASE PHONE FOR PRICES.

PLEASE NOTE: SHOP PRICES MAY VARY AND SHOPS ARE INDEPENDENT

Access

VISA

MAIL ORDER HOTLINE
0708 736663

THAT'Z ENTERTAINMENT

6 Moray Way
Rise park
Romford
Essex RM1 4YD

PLEASE ADD £1
POSTAGE & PACKING

BY: AMERICAN LASER GAMES

CD-ROM

STYLE

Shoot-em-up

PRICE £44.99

PLAYERS 1-2

SKILL SETTINGS 3

RELEASE DATE

OUT NOW

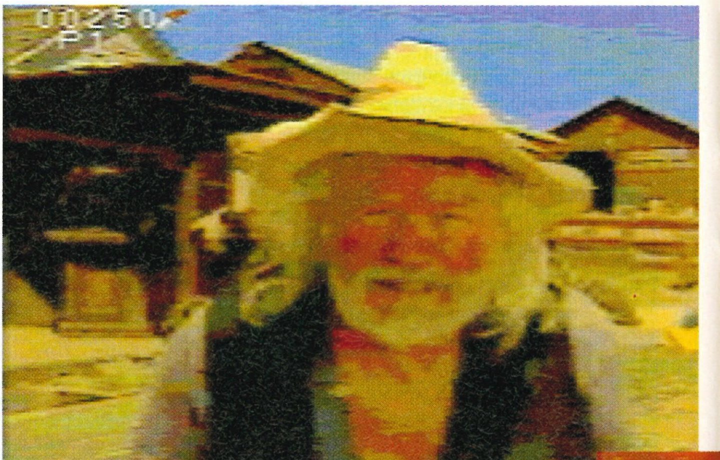
After the nightmare of Lethal Enforcers the mad JOHNNY JAG McALLEICES had just about enough of playing with guns. That was until Mad Dog McCree turned up at the office..........

MAD DOG

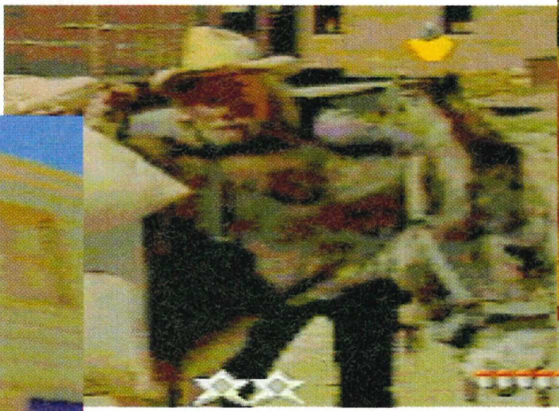
Mad Dog McCree, we've all hung around the local arcade and had a good blast on this haven't we? Friday night will never be the same without the "Old timer" egging me on to have a go at Mad Dog and his gang. I never was very bright when I were a lad. Now American Laser Games have given us the chance to relive all those childhood memories from the comfort of our own front room/lounge mates house so on and so forth with their release of old Mad Dog onto the Sega CD. Get those guns at the ready.

BORN IN THE USA

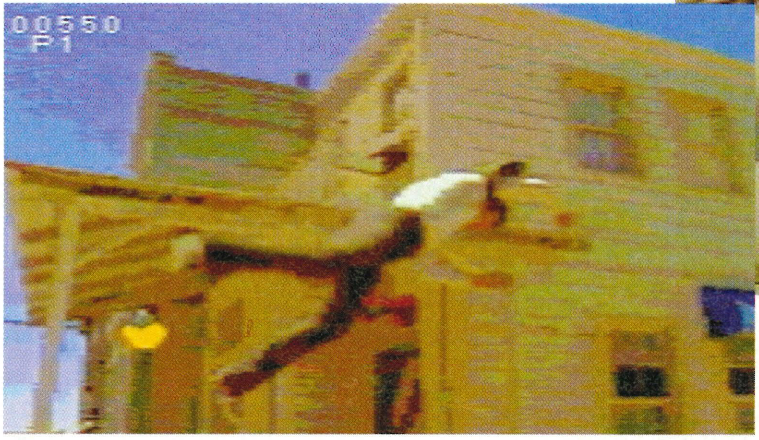
American laser who? American Laser games that's who. These care the chaps who have been at the forefront of this killing technology for a long time now. Mad Dog McCree was a joint development between American Laser Games and the Atari corporation of America and it soon became one the most popular and successful arcade games ever. American Laser games have also added to this ever popular format with the release of five other games. Who shot Johnny Rock, a blasting adventure where the bad guys are Al Capone clones armed with Tommy guns, the



▲ Oh drone..........The best thing to do with this old bloke is put a slug between his eyes. This is the person who gets you into all the trouble in the first place



▲ Yeah that's right mate. Start the trouble then do one. Don't worry I`ll stay and sort it out

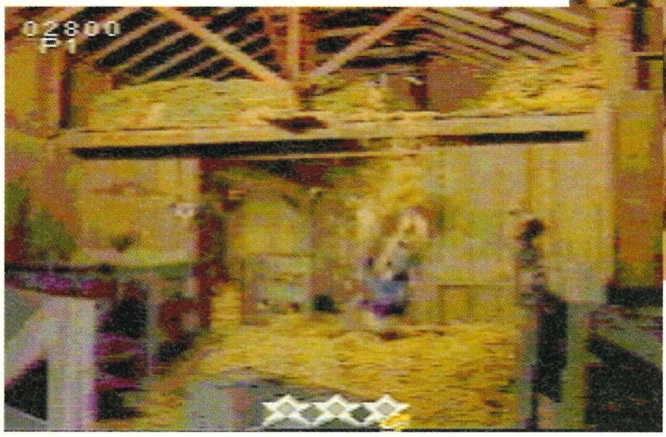


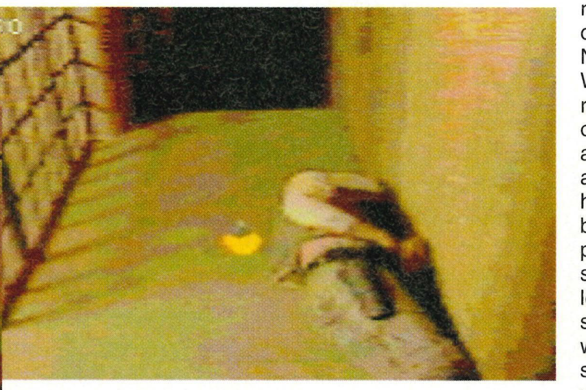
▲ This is what this game is really all about, killing people and here is one I killed not a second ago. See the graceful move as he tumbles from the roof

IMPORTANT WARNING!

The version of the game used in this review was an AMERICAN IMPORT and may not work on an official UK MegaDrive

▼ Gunfight at the corral. The last man to go falls in a crumpled heap into the hay



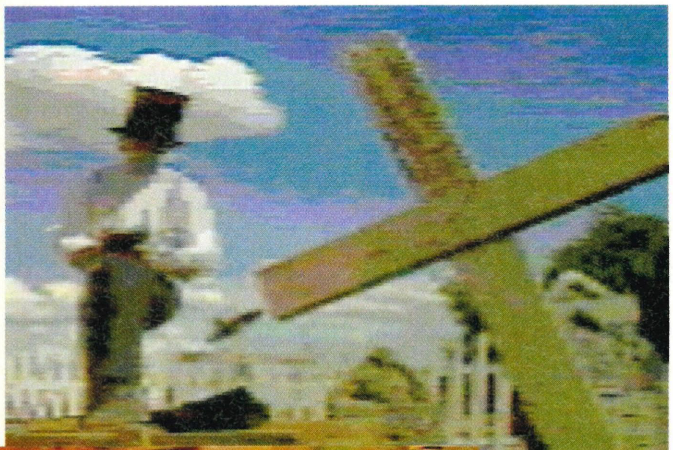


▲ Oh dear not another deceased person. This town seems to be full of them

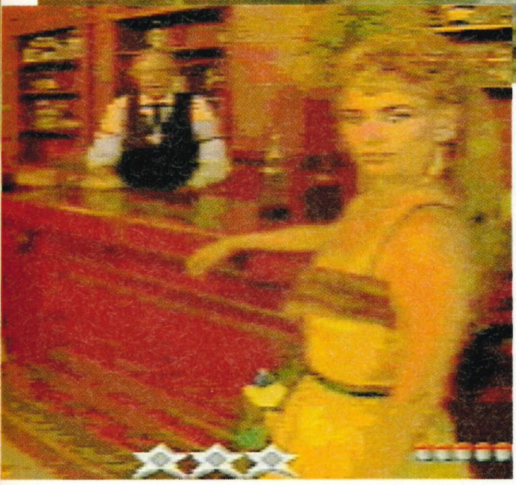
PURPLE HAZE

Mad Dog is a full live action game that uses real actors and locations to give it that sense of realism never quite captured by the likes of Nightrap or the awful Make My Video series. While this all sounds great on paper the reality is somewhat different. Due to the lack of colouring available to the CD the live actors all resemble monsters from a horrific accident involving stupid amounts of hallucinogenic drugs. The faces are distorted beyond recognition as the colours (The purple and the reds actually) mix and mingle, spread from the cheeks of the actors and leave a rather queasy felling in the pit of the stomach. These poor graphics only add weight to a sinking ship as the scramble to shoot down the rouge cowboys takes an unseen twist as you desperately attempt to distinguish bad guy from background scenery. Alas it would seem the developers have spotted this niggling little fault and attempted to rectify it by placing little white squares over the heads of the better camouflaged baddies. The faster on the draw players out there will storm it easily though. the less experienced will have trouble in the bank and the Corral.

McCREE



▲ Yet more droning from the good towns folk. Yawnnnnnnn



▲ Now this is a bit more like it. Why waste FMV on men dressed as cowboys when we can have this

HIGH PLAINS DRIFTER

The old American West, it would appear, was a pretty rough place to grow up in. Bad men roamed the towns and there were Injun`s in them there hills waiting to pounce when your guard was down. One day you, the stranger, happen into a small frontier town. Small faceless and dirty much like any other town of the day. A pretty young girl chats to you and explains she is the mayors daughter but she is scared as the feared Mad Dog McCree and his henchmen are heading into town for their annual orgy of destruction and chaos. Later you bang into an old timer who screams at you to take care as Mad Dog and his gang have taken over, locked the Sheriff in his own jail, robbed the bank, caused chaos in the town stables and are fighting in the saloon. As if this were not enough they have kidnapped the mayor and his pretty daughter and taken them to Mad Dog's secret hideout in the hills. Enough is enough and you decide to help out the God fearing folks and rescue the mayor and his daughter.

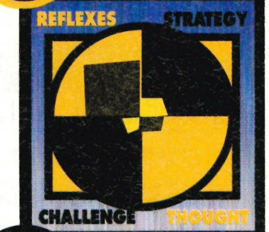
We start off with a little spot of practise shooting, blowing bottles from fences. As the old timer explains "You'll need some practise stranger" After this we head into town and bang into 2 of Mad Dog's gang in the street. After dealing with these two we are presented with the choice of 4 locations in which to confront Mad Dogs henchmen. Fist of all we must face the punks in the saloon. When the smoke clears we can retrieve the keys to the town jail and then set free the sheriff from his cell. After this we restore order to the Corral and the bank. After this we head into the country and can choose were we wish to make our next stand. The first place you should visit is the old mine were a map of the route to Mad Dogs hideout can be found. Now it's on to Mad Dogs hideout to kill the gang a set the mayor and his daughter free and onto the final showdown with Mad Dog himself. With infinite continues available this should take about an hour. The Menacer, D-Pad, Sega Mouse or Justifier are fully compatible with this game.

THANKS TO: The adorable Gail at American Laser Games for supplying us with this copy of Mad Dog. If you really want a copy my advice is to try your local import shop call American Laser Games direct on (0101) 505 880 1718

ALTERNATIVELY

Lethal Enforcers
Konami
£49.99
For starters you get a free gun which is superior to the Menacer and it's a lot more difficult then Mad Dog. Lethal Enforcers is also a lot more violent and you get the choice of more than one weapon.

RATINGS



PRESENTATION 60%
fFlashy box intro screens plus the arcaderecommendati ons

GRAPHICS 40%
Terrible blending, colouring Difficult to distinguish the bad guys

SOUND 70%
Realistic gun shots and great speech. The only decent thing about the game

SHORT TERM PLAY 80%
Is all Mad Dog really has. A quick go for old times sake is all it's worth

LONG TERM PLAY 67%
Not in the least. You'll have it completed in about an hour

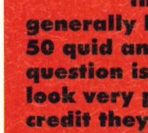
OVERALL 61
Some people will undoubtedly enjoy this but I think it's simply overrated, expensive rubbish.

......NOW FOR THE SAD PART

The old American West, it would appear, was a pretty rough place to grow up in. Bad men roamed the towns and there were Injun`s in them there hills waiting to pounce when your guard was down. One day you, the stranger, happen into a small frontier town. Small faceless and dirty much like any other town of the day. A pretty young girl chats to you and explains she is the mayors daughter but she is scared as the feared Mad Dog McCree and his henchmen are heading into town for their annual orgy of destruction and chaos. Later you bang into an old timer who screams at you to take care as Mad Dog and his gang have taken over, locked the Sheriff in his own jail, robbed the bank, caused chaos in the town stables and are fighting in the saloon. As if this were not enough they have kidnapped the mayor and his pretty daughter and taken them to Mad Dog's secret hideout in the hills. Enough is enough and you decide to help out the God fearing folks and rescue the mayor and his daughter.

We start off with a little spot of practise shooting, blowing bottles from fences. As the old timer explains "You'll need some practise stranger" After this we head into town and bang into 2 of Mad Dog's gang in the street. After dealing with these two we are presented with the choice of 4 locations in which to confront Mad Dogs henchmen. Fist of all we must face the punks in the saloon. When the smoke clears we can retrieve the keys to the town jail and then set free the sheriff from his cell. After this we restore order to the Corral and the bank. After this we head into the country and can choose were we wish to make our next stand. The first place you should visit is the old mine were a map of the route to Mad Dogs hideout can be found. Now it's on to Mad Dogs hideout to kill the gang a set the mayor and his daughter free and onto the final showdown with Mad Dog himself. With infinite continues available this should take about an hour. The Menacer, D-Pad, Sega Mouse or Justifier are fully compatible with this game.

THE SECOND OPINION



LLOYD HOWES

Mad Dog was a great game in the arcades. For £1 you could wave a plastic gun around for five minutes shooting the bad guys and then spend the rest of the night up the pub, or generally having a good time. Now you can spend 50 quid and play it as much as you like, but the question is, is it worth it? Sadly not. The graphics look very poor but to give American Laser Games credit they have done one hell of a conversion. Joypad control is a bit iffy but on a Menacer it is pretty good. Save your cash and play it a few times in the arcade instead

GROUND Z

An ancient Chinese curse was to hope that someone "lived in interesting times". JULIAN CONNOLLY, always a spectator when things get exciting, endured some "interesting times" in Texas

GROUND ZERO TEXAS

SONY IMAGESOFT

Digital Pictures

CD-ROM

STYLE

SHOOT'EM-UP

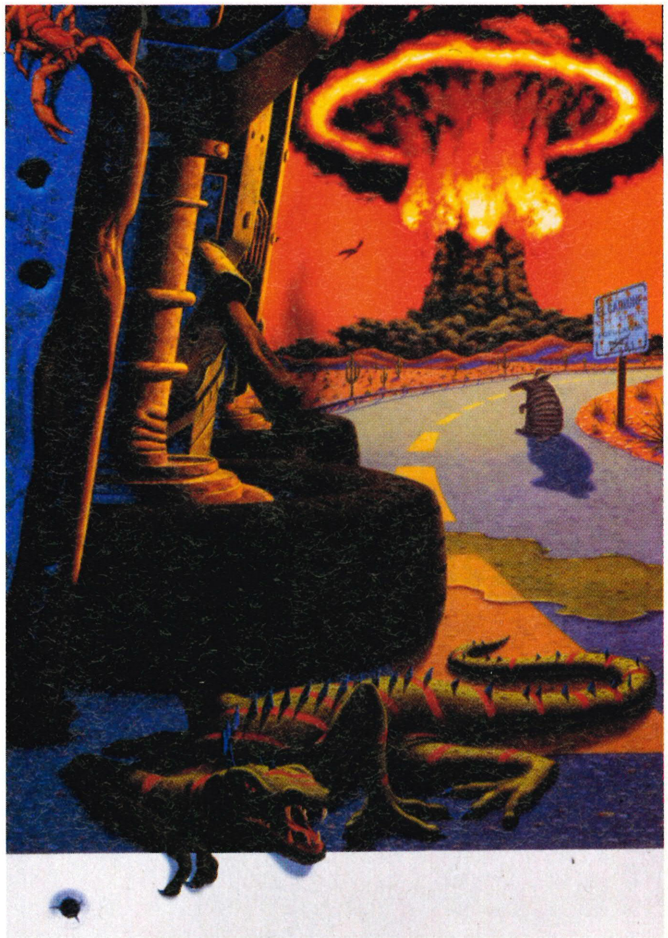
PRICE £TBA

PLAYERS 1

SKILL SETTINGS 1

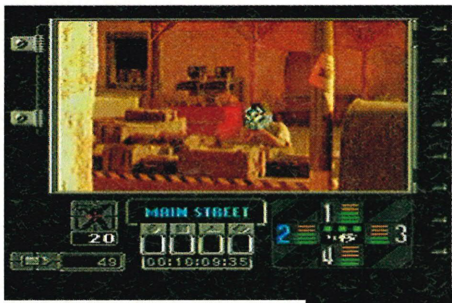
RELEASE DATE OUT NOW

Things aren't quite what they seem in a sleepy town on the Texas/Mexico border. Men, women, whole families are disappearing without trace. Other citizens are beginning to act strangely, out of character. The government has sussed what is going on - very perceptive for the Clinton administration - and set in an undercover team to monitor events. It transpires that an alien invasion force are using this town as their beach head. As soon as this emerges you are sent to the town to man the Attackcams and destroy the alien force before the government has to nuke the town to protect the rest of the country. Its all right mate, no pressure, its just down to you to save the world that's all.

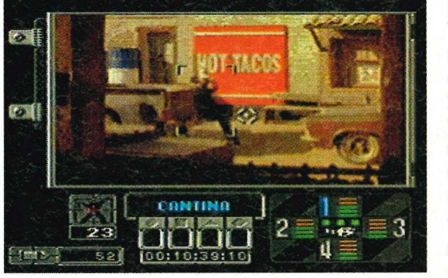


THEY'RE HERE!

Science fiction eh? Don't you just love it! Well if you don't the Americans do, and they consume the stuff in spades from Star Wars to Star Trek: The Next Generation and its five or so clones. On the networks over there sci-fi is big news. And where better to act out a few paranoid sci-fi fantasies than on the cutting edge of home CD-ROM gamesplaying equipment, the Mega CD. With a $3million budget, location shoots in Venezuela and a cast of, ooh, at least fifty, this two CD game is the most ambitious project yet from Digital Pictures and certainly the closest a console game has come to the notion of an Interactive movie. Set in this fictional small town on the Texan border with Mexico, Ground Zero Texas is all about shooting things. People at first then aliens later on. The guns are mounted at four fixed locations within the town. Called Attackcams they are actually remote controlled surveillance devices with weapons attached. You sit in a central control room switching between cameras as they detect activity. Once there your pad controls the cross hair and it is a case of sitting and waiting until some chap with a gun pops up from behind whatever cover there is in front of you. If he is surrounded by a white target box then he is a legitimate target, if that box goes red you have a guaranteed bullseye, if you are quick enough.



▲ **Right on target**



▲ **The target box shows you where to shoot**

ROOM WITH A VIEW

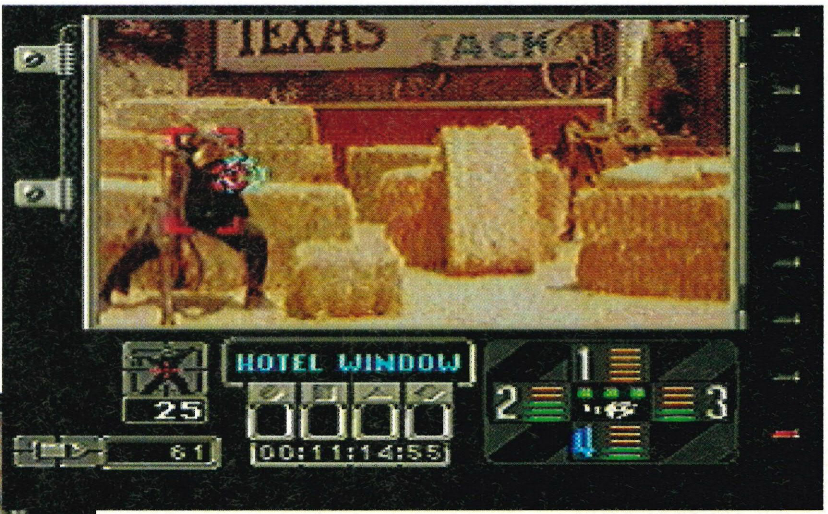
The view from these cameras is always of the same area of town but can be in one of three categories of action. For the most part the view is fixed with the only movement being that of the attacking aliens. Or you may be summoned to witness a little bit of story-telling - usually accompanied by some cheesy dialogue - aliens striding through the main street, that kind of thing. The third and probably most intriguing is where a little scene of ordinary town life is played out in front of you. There are six or seven different ones on level one, and every time each is played all is the same as before, except the ending. One of the characters will turn out to be an alien but the first hint you'll get of this when he/she turns around, starts to fire their gun and the target box appears around them. The presence of this target box is immaterial as you have something less than a second to get your cross-hair onto the right guy and shoot him. At four points in the first level failure to shoot the right guy will mean that you don't collect a pendant from an alien. These four pendants together give the code to successfully complete level 2.

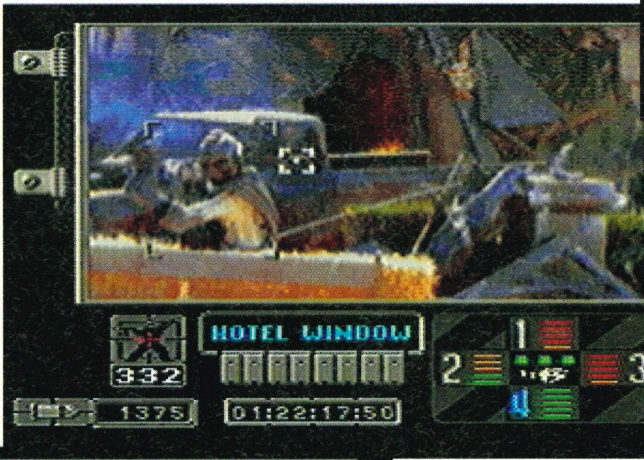
SEP
SEGA CD
GROUND-ZERO
TEXAS
TEXAS DMV

ERO TEXAS

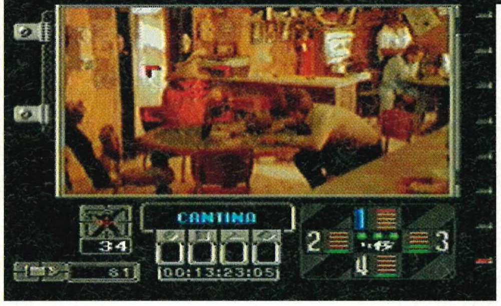
IT IS ALL QUIET SO FAR...

Level 1 is pretty simple and things in the town are still reasonably calm, all you have to do is sit around and wait for the aliens, cunningly disguised as civilians to come to you at one of the four camera points. Level two is different all together. Three locations - identified as possible alien forward bases - have been targeted outside town. You have to search all of them and find which one is the genuine base. Once inside it is a close fought battle with about 8 gruesome pink aliens ready and waiting to be shot. This is where you need to use the code to gain access the central bunker, get the code wrong and the whole town disintegrates due to some sort of booby trap. Get it right and for the final two levels the Attackcams are armed with the alien's weapons meaning that you can actually kill them.

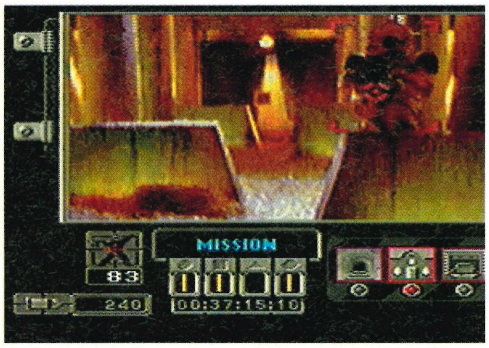

TEXAS TACK
HOTEL WINDOW
25
61
00:11:14:55
1
2
3
4


HOTEL WINDOW
332
1375
01:22:17:50
1
2
3
4

▲ Hmmm, the town may need re-decorating after this little episode


CANTINA
34
81
00:13:23:05
1
2
3
4

▲ They were quietly playing poker when one of them just pulled out a gun, officer

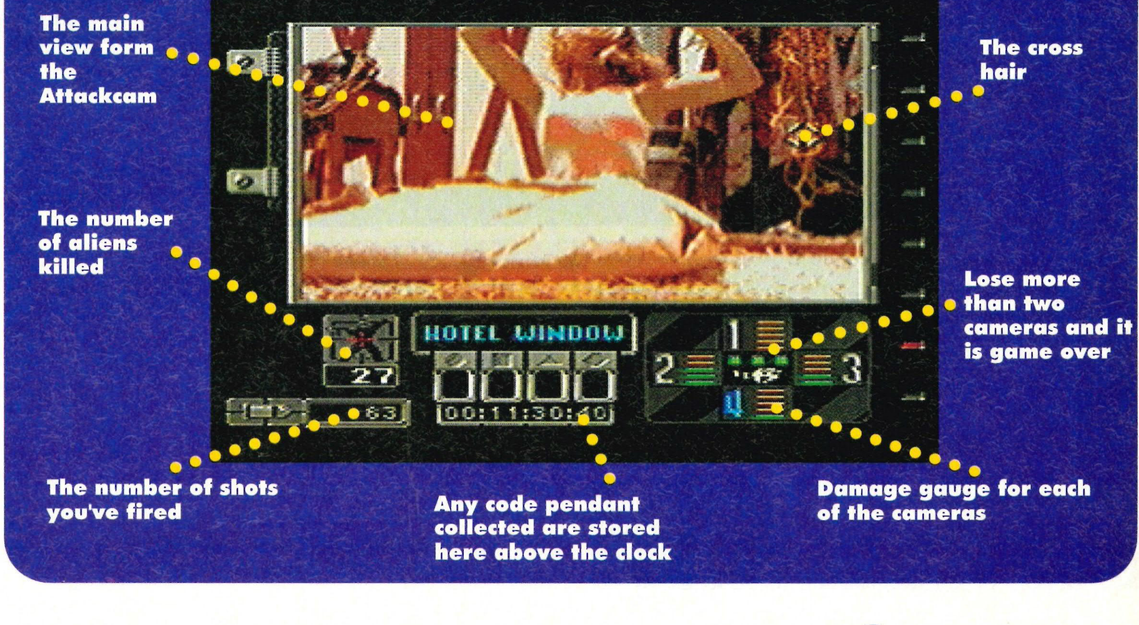

MISSION
83
240
00:37:15:10

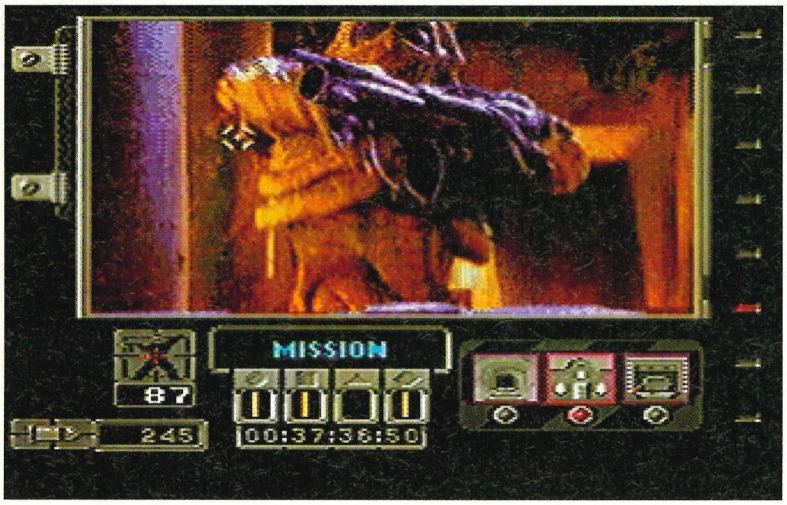
▲ Inside the alien base on level 2, you've got to shoot about six before you can move on

OH MY GAWD THERE'S HUNDREDS

Of course killing is a very necessary part of levels 3 and 4. Level 3 puts you back to switching between the four camera locations, but you will have to wipe out approximately 200 of the alien invasion force if you hope to continue. The invasion force are very well armed and apparently well trained, they now how to make the most of what cover is available and certainly don't make things easy for you. You will need to be one hell of a good shot to survive this level. Then it is down to the last stand, defending each Attackcam in turn from a very determined and devious elite assault team. This is where things get exceptionally difficult, but you find yourself saying things like "I owe it to the townspeople to keep going" because by now you've become drawn into the alternative reality of this small Texan town.

WHAT HAPPEN'S IF I PULL THIS KNOB?


The main view form the Attackcam
The cross hair
The number of aliens killed
Lose more than two cameras and it is game over
HOTEL WINDOW
27
63
00:11:30:40
1
2
3
4
The number of shots you've fired
Any code pendant collected are stored here above the clock
Damage gauge for each of the cameras



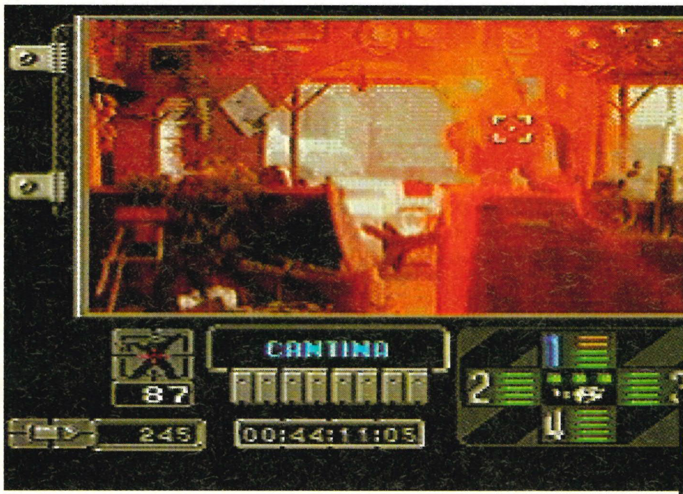
▲ **Got you, you horrible rubberised alien thing. That huge alien gun just isn't isn't any match for my sharpshooting**

DIE ALIEN SCUM DIE

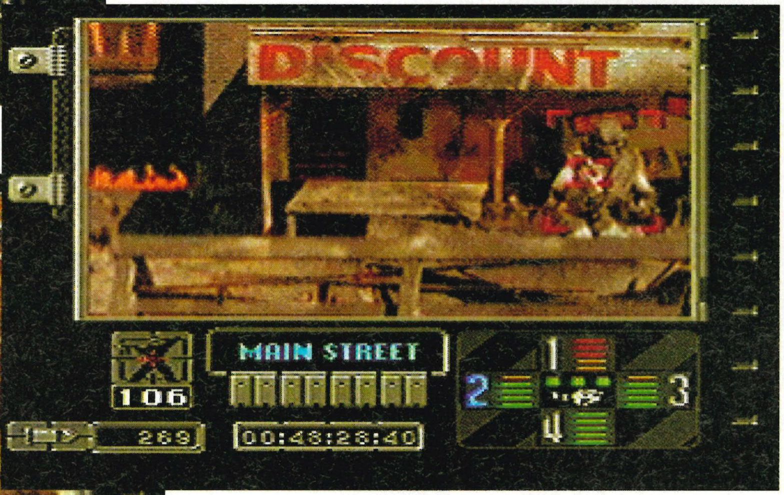
The shooting is frantic and frenetic, you'll need to be very good, very quick and bloody accurate with the cross hairs to stand a chance of getting anywhere in the game. Fortunately the cross hair moves very well, which makes your task a lot easier, and after a while you'll get to know where the aliens will appear from, even if you don't know when. Each location probably has around seven or eight places where an alien can pop up from so you get used to the best places to leave the cursor between shots to give yourself a good chance of getting anywhere on the screen in time to be effective. They can appear from any one of these places at any time so it never becomes predictable. OK it isn't anything more than a lot of shooting but you'll have great fun while you're doing it and you do get a real sense of achievement when you manage to hone you reflexes to such a point that nothing can get past you. Of course this arrogance can soon disappear when you accidentally waste a civilian and get sent packing with hardly a Game Over to keep you company.

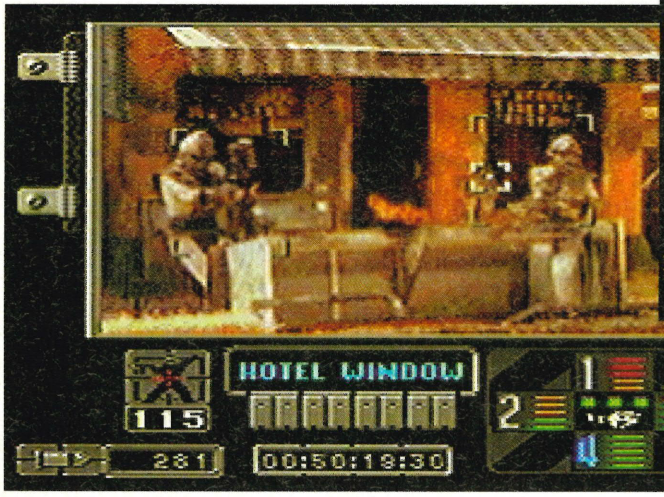
CUM ON FEEL THE NOYZ

Perhaps the best thing of all about this twin disc game is the whole cinematic feel of it. The further you get into the game the more you are rewarded with increasingly dramatic narrative sequences full of huge explosions, loads of aliens soldiers being flung around, buildings being destroyed and all the sorts of things you could want from any real action movie. Right from the opening shot of the menacing alien mother ship in orbit around Earth through the helicopters zooming in and the frantic activity of a people with so much to do in so little time Ground Zero Texas establishes the fear and terror that grip this town, and you become acutely aware that only you can help these people. Maybe it is because they use real actors but I felt determined not to let these people down. I also felt compelled to keep on going through the game to make sure I saw every second of the live action sequences. As the intensity of drama unfolding around you increases you don't want to miss out on the next installment.



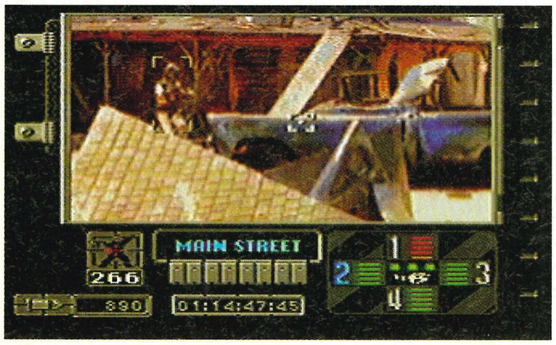
▲ **Too late, he's got in a shot. Ouch!**





◀ **Aaaagh! Two at once! Help!**

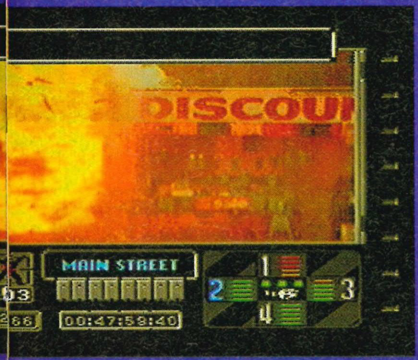
▼ **Level 4: Shoot 150 or so and you'll be finished**



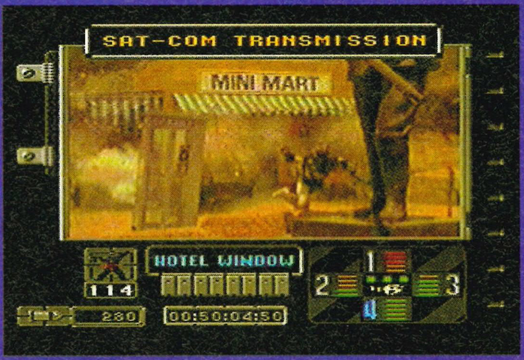
NERVES ON EDGE

Ground Zero Texas certainly can't hold any claims to being complex, all you do is shoot things after all, but the intensity of shooting ensures that your reflexes have to be honed if you intend to get anywhere in the game. This intensity coupled with the reams of atmosphere building narrative sequences provide a damn good piece of entertainment. The problem is it is so engrossing that you will finish it within a few days solid play, hardly value for money and the lack of an option to alter the difficulty leaves this with something of a gap in the longevity department. But if you can afford it this is well worth having in your collection, and your mates will love it.

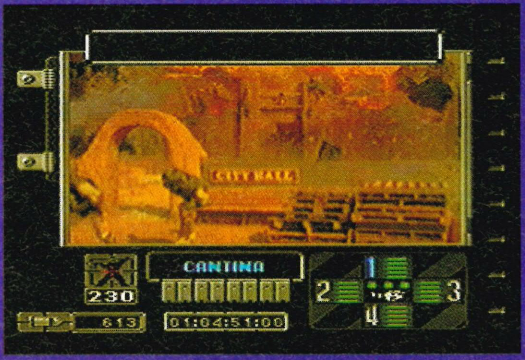
WHAM, BAM, EXPLOSIVE ACTION OR WHAT?


DISCOU
MAIN STREET
03
266
00:47:59:40
1
2
3
4

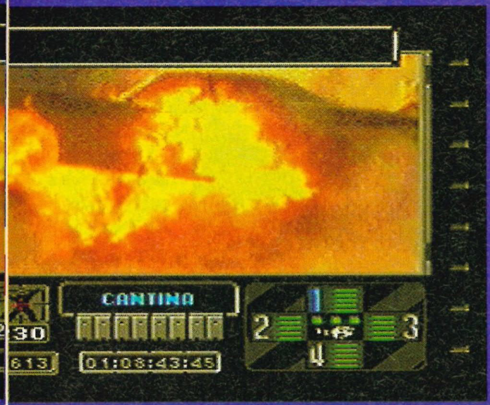
Ground Zero texas is full of big explosions, here the supermarket goes for a burton


SAT-COM TRANSMISSION
MINI MART
HOTEL WINDOW
114
280
00:50:04:50
1
2
3
4

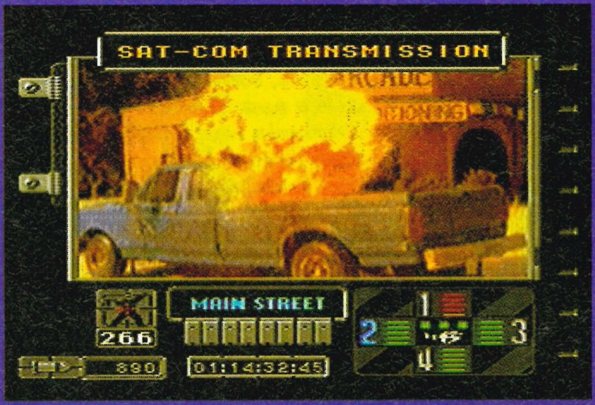
Brilliant, first the supermarket and now the corner shop! Will they ever stop?


CITY HALL
CANTINA
230
613
01:04:51:00
1
2
3
4

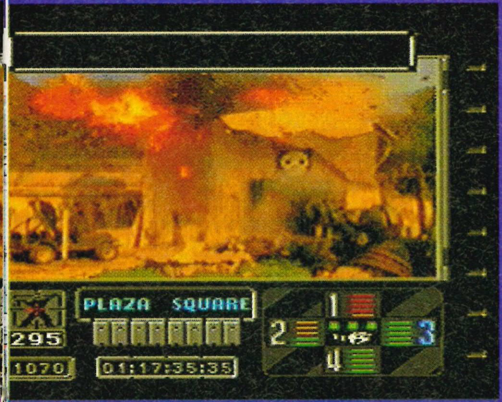
Have they no respect, they've just torched the city hall. The mayor won't be happy about this


CANTINA
30
613
01:08:43:45
1
2
3
4

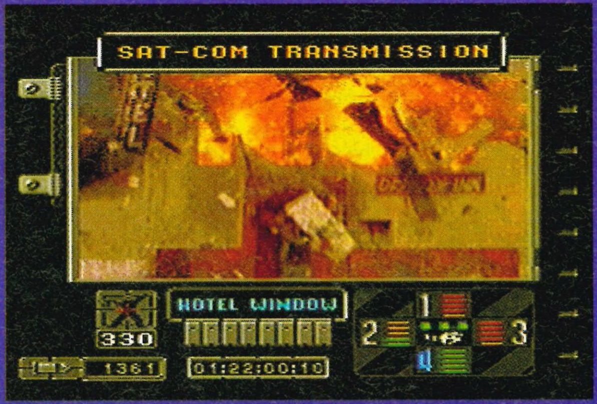
First the city hall and now the mayor's car. By god he really will be upset now


SAT-COM TRANSMISSION
MAIN STREET
266
890
01:14:32:45
1
2
3
4

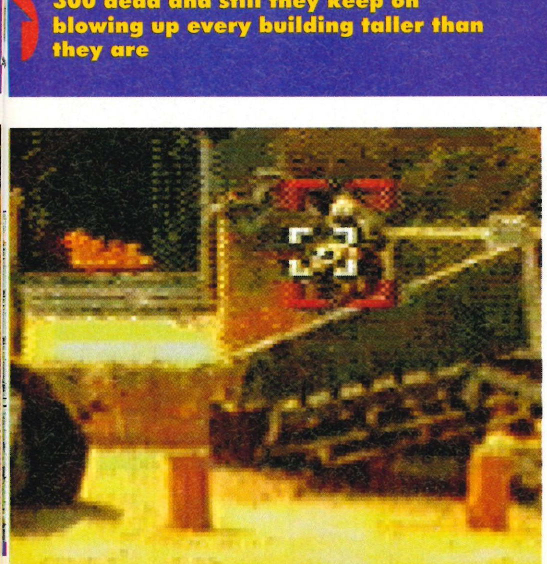
Transporting big yellow cauliflowers is a big part of life in this part of Texas


PLAZA SQUARE
295
1070
01:17:35:35
1
2
3
4

300 dead and still they keep on blowing up every building taller than they are


SAT-COM TRANSMISSION
HOTEL WINDOW
330
1361
01:22:00:10
1
2
3
4

The bar! They've blown up the bar! How the hell am I going to get a drink now?

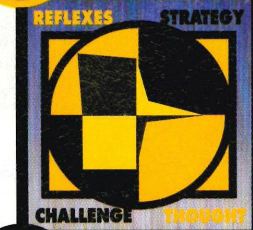


THE SECOND OPINION

JOHNNY "JAG" MCALLEICE

Wow, Ground Zero Texas. Massive budget, interactive movie what more can we expect! How about a game that can keep your undivided attention for more than two hours. Initially this game grabs you by the balls and squeezes hard but the locations soon become all too familiar and the FMV simply boring. How many times can we watch the same sequence over and over again. Far too many small faults spoil what should be the ultimate game in this well worn genre.

% RATINGS



PRESENTATION 92%
Fabulous atmosphere created right from the word go

GRAPHICS 85%
Despite limitations of Mega CD everything is clear and striking, especially FMV

SOUND 86%
Very clear speech, nice laser noises and tense music

SHORT TERM PLAY 88%
Intense shooting gets you sucked in right from the word go

LONG TERM PLAY 83%
You have to keep going to make sure you see all the FMV, and it gets harder

OVERALL 85
Great atmosphere, heavy shooting and lovely feel make this a real cracker of a game

Castlevania
The New Generation

BY: KONAMI

8-MEG

STYLE

PLATFORM

PRICE £44.99

PLAYERS 1

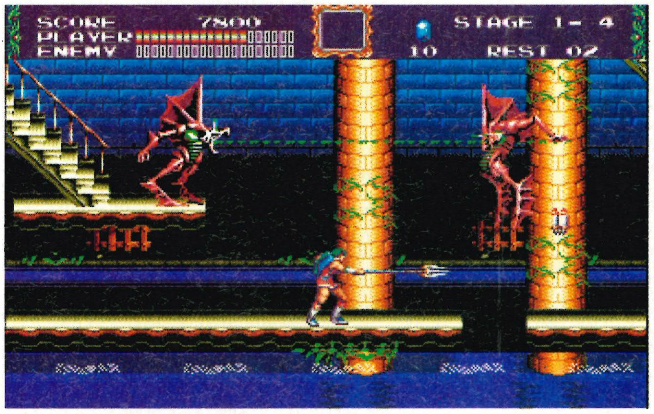
SKILL SETTINGS 3

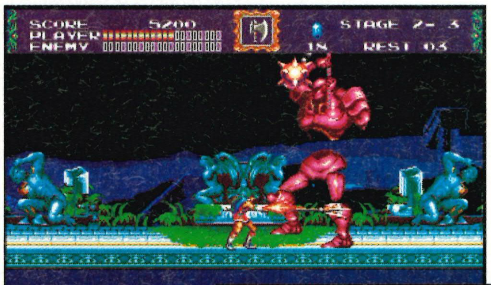
RELEASE DATE
FEB 94

CASTLEVAN

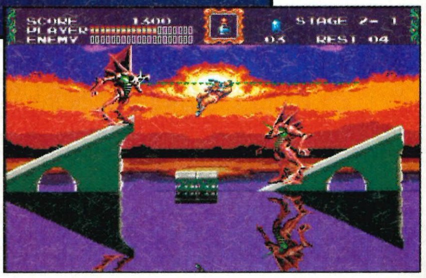
Dusk is coming. Quickly, festoon your body with cloves of garlic and crucifixes and huddle in your local church. That most unspeakable of all ghoulish freaks is about to rise from his earthy resting place. Yep, TOM GUISE is here to review Castlevania!

Ever heard of the Belmont family? Ho boy, they really are a nasty bunch. Always storming haunted castles, stealing hidden portions of chicken from the undead and whipping giant floating eyeballs with their holy flails without so much as a 'by your leave'. Really! Of course, no-one suffers worse than poor old Dracula. Many a-time the Prince Of Darkness has sneaked down to the kitchen for a midnight snack, only to find all the chicken gone from his fridge and dog poo trampled all over the hall carpet and his pet floating eyeballs whipped to death. It's enough to drive a dark necromancer to an early grave! Well, unable to take it anymore, the Big D has moved home, turned ex-directory and tried to carve himself a new un-life, taking the popular Nintendo Castlevania series with him to the Mega Drive. Alas, he has been undone. This time it's the pesky Belmont grandchildren causing all the trouble. The poor Count's in such a state, he doesn't even laugh when he counts to ten anymore. Cheer up, Vlad. Look, it's a lovely sunny day outside. Oops. Shrivel.





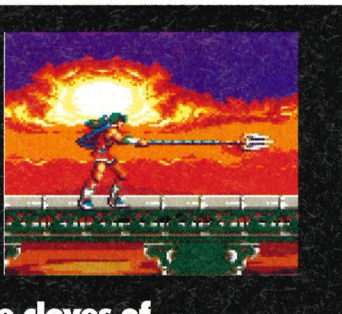
Gosh, this blokes a bit big. As they say, the bigger they are the harder they fall

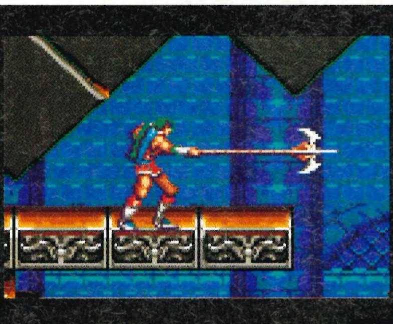


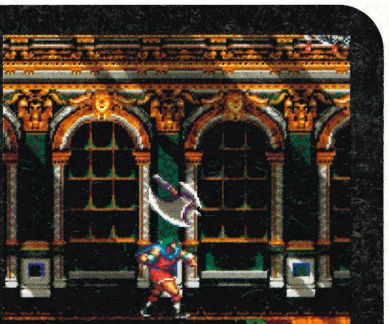
WELCOME TO TRANSYLVANIA!

Castlevania. It's a name that probably means nothing to your average Mega Drive owner, but ask anyone who owns a Nintendo and they'll tell you it's one of the most popular games series ever made for their machine. Following the adventures of the Belmont family of vampire-hunters and their quest to destroy Count Dracula, the mix of addictive platform action and spooky Gothic horror always proved a huge success. Ever since the games' creators Konami turned their single evil eye toward the Sega market, it was only a matter of time before the Von Belmont Family Singers made their appearance on the Mega Drive, and indeed here they are... except they're not, and in fact neither is Dracula. Confused? Well now is the time to reveal all.

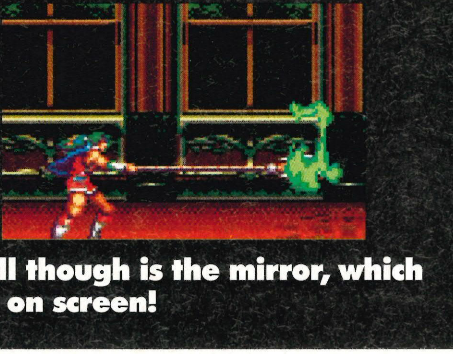
KNIVES AND FORKS!

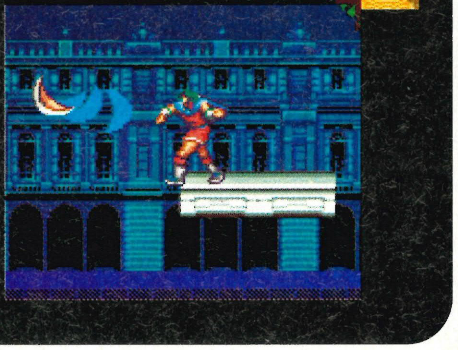






Harsh language alone is not enough to dispose of the forces of darkness. As any good vampire hunter knows, you need the tools of the trade. A range of sharpened stakes, some cloves of garlic, the odd crucifix – you know the kind of thing. Alternatively, you could use a spear or a whip. Yes, these everyday items are in fact potent vampire-killing weapons, especially when powered up by the various amulets that can be found in the various candelabras on each level. These candelabras also yield such special weapons as flying axes, boomerangs and some feeble blue wee-wee water. Best of all though is the mirror, which acts like a smart bomb and destroys everything on screen!

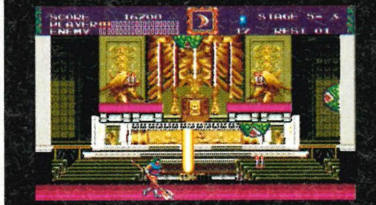




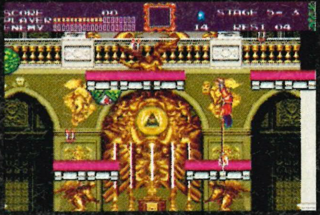
IA: A NEW GENERATION

TWO OF A KIND!

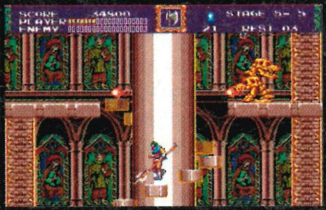
Meet Eric and John, our two vampire-hunters for tonight's show. Eric's specialist subject is the Alcarde Spear, which he can spin around his head or use as a pole vault, whereas good old Johnny prefers the ancient 'Vampire-Killer' whip as used by the famed Belmonts of old. This whip enables John to swing across ceilings and, as such, take routes through levels that poor old Eric cannot. For example...



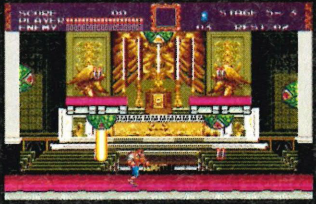
Level five, and good old Eric has entered the Room of Eyeballs! Ooh!



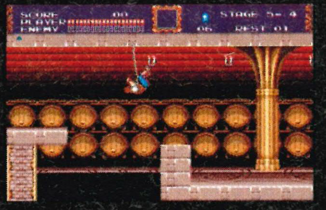
Using the might of his Alcarde Spear, he can pole-vault up the level...



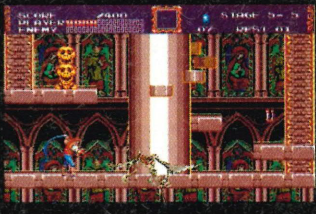
... and reach the top of this spiral staircase! However...



... when Johnny enters the Room of Eyeballs he can't pole-vault up. Hmm.



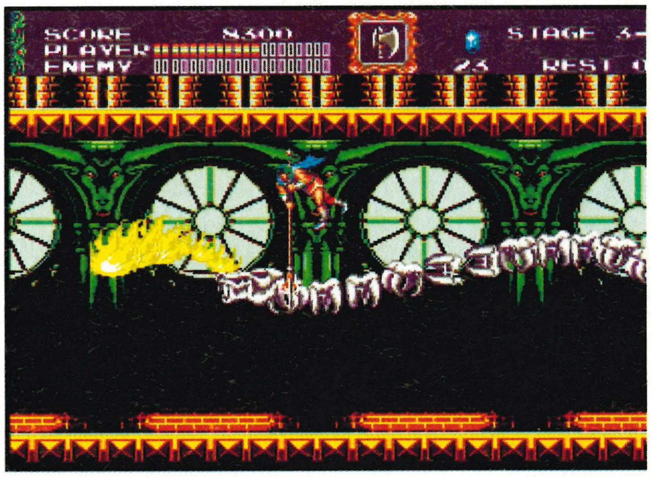
- Instead, he uses 'Vampire Killer' to swing across this chasm..



... and travel through a different level to reach the bottom of the stairs!

BELMONT BABIES!

The reason Dracula isn't in the game is because he's dead. Having been vanquished by Christopher Belmont in the last episode – Castlevania IV on the SNES – the Godfather of Vampires has been lying in his coffin with garlic cloves shoved up his arteries for over three hundred years. And that is why the Belmonts aren't in it either, because they too are dead – from old-age. Not much of a story so far, but wait! Enter Elizabeth Bartley, an evil vampiress who intends to resurrec the Big D! Who can stop her? None other than the descendants of the Belmont clan, that's who. Yep, you guessed it – Castlevania: A New Generation is sort of like Muppet Babies or Tiny Toons, only with hell-hounds and zombies. Welcome to the Castlevania Kids!



I don't know who this is but whatever is it sure doesn't look very friendly

RISE FROM YOUR GRAVE!

In order to resurrect Dracula Lizzie has to travel across Europe enlisting the help of the forces of darkness. And that's where you, the player, comes in. Selecting from one of two Belmont Babies (although they're both in their mid-twenties), your chosen vampire-hunter has to travel across six levels brim-full of unholy creatures.

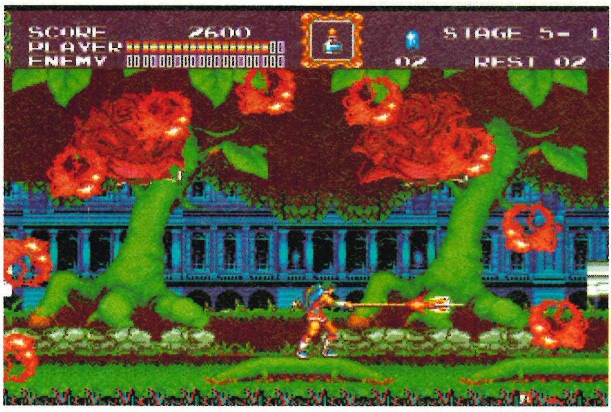
This might be The All-New Castlevania Show, but basically it's the same gaming formula that Nintendo-owners are familiar with. Negotiate each level, whipping or stabbing every beastie you meet, and crack open the numerous candelabras that line each level to reveal bonuses and weapon power-ups. But what's wrong with that? It's a tried and trusted success story after all.

SEE ME! SEE ME NOW!

Now I'm not going to kid you, first impressions of Castlevania are not good. In fact, when you start playing it all you can think is "What has gone wrong?" The graphics seem quite horrific. Dull, ugly backdrops rendered in hideous purples and reds fill those initial levels together with barely-animated, boring-looking sprites with limited attack patterns. Likewise with the sound. Half-hearted tunes and completely awful spot-effects play throughout the game, all the more staggering when you consider what a visually and sonically spectacular treat Castlevania IV on the Super Nintendo is. Eagerly expecting something along those lines, I was mortified by the Master System-esque game that greeted me.

BACH, FOUL DEMON! BACH!

Thankfully, though, those first impressions don't last as Castlevania is actually a good game. What it lacks in looks it more than makes up for in gameplay. Yes, it's just a case of strolling along whipping baddies and candelabras but the levels are extremely well designed coupled with some ingenious sections that really add an edge to the gameplay. Bizarrely enough, the graphics actually improve during some sections of the game too with an extremely impressive clockwork room in Germany featuring huge rotating cogs and wheels. The boss for this level is also brilliant – a giant humanoid made out of 3D cogs. It's all very reminiscent of the spectacular visuals from Gunstar Heroes. If only the rest of the game had looked as good as the giant cogs level or the following Palace of Versailles level, it might have matched up to my high expectations.

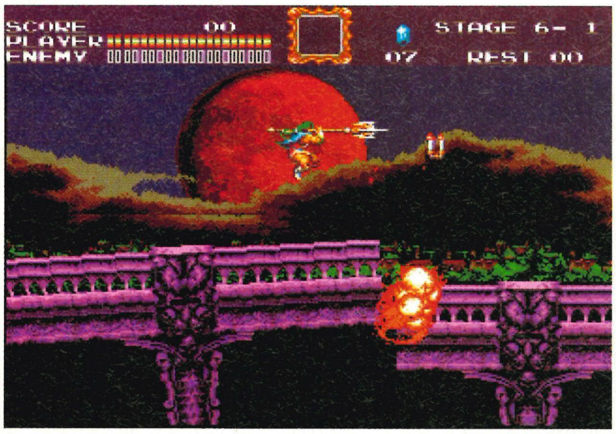


ALTERNATIVELY

93

SHINOBI 3
BY: SEGA
PRICE: £39.99
One of the best platform games . Graphics and sound are good, but highly addictive gameplay makes it.

▼ Nothing is safe in this game. You would think bridges were sturdy, but obviously they're not!



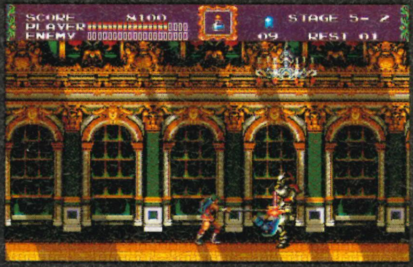
GARLIC SOUP? NO THANKS!

I must say, I like Castlevania. It caught me and I just had to play it to the end. However, it is a very patchy game. For the most part the game is very easy, with few sections providing any challenge, that is until you reach the end when it suddenly gets tough. What's more, some sections can transform from being really simple to nigh-on impossible just because you die and don't have any weapon to face them with, forcing you to use the password system and replay the whole level again to get powered-up. Very annoying!

Overall, though, it is great fun – very playable and very addictive – but the really great bits of the game only show you what could have been. With better graphics and more levels, this could have been more than just good.

LEVEL 5: THE PALACE OF VERSAILLES

Fun for all the family. Enjoy a stroll through the lovely palace gardens, complete with living shrubs and scythe-wielding bugs. Inside the palace, you can play with the axe-throwing suits of armour, and why not end a great day out by witnessing the ghost of Marie Antoinette, who is actually a huge bee in disguise. Kroinks!



LEVEL 3: THE LEANING TOWER OF PISA

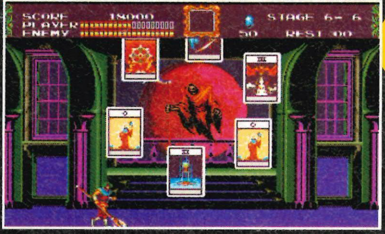
Ah, Italia! here you will be greeted by such charming hostesses as the flying green-haired harpies and yet more minotaurs. Enter the incredible leaning tower and you can marvel at the ancient mammas. Yes, mummified Italian pharaohs from a bygone era attack you with their heads!

PICK A CARD, ANY CARD!

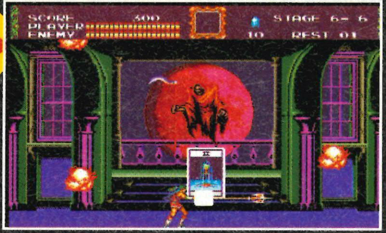
TIMED SEQUENCE

DURATION: 5 MINS.

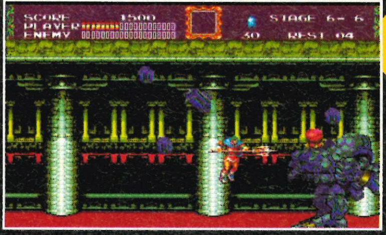
The quest to stop Dracula's resurrection is almost over when our knackered spear-maestro encounters none other than the Grim Reaper himself!



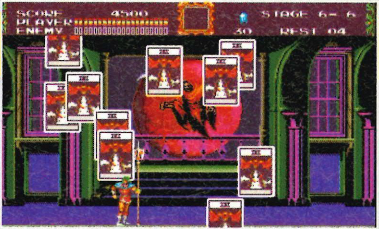
▲ Hello, Death here. Do you fancy see a card trick? Go on, I've brought my naughty pictorial cards.



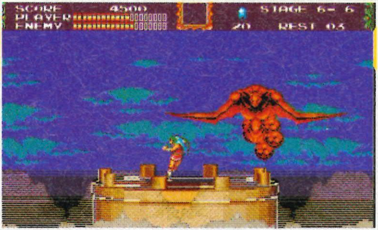
▲ Okay, now pick a card. Don't tell me what it is. Now, using my psychic powers I can deduce that you picked theee…



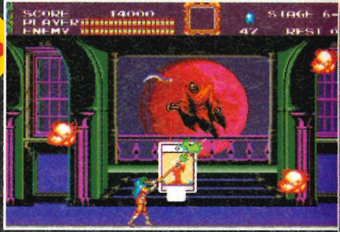
▲..huge rock boss from level 2. Thank you, Ladies and Gentleman. Thank you.



▲ Oh, you beat him, eh Johnny? Pah, well pick another card, go on. Yes, this time you've got the, um…



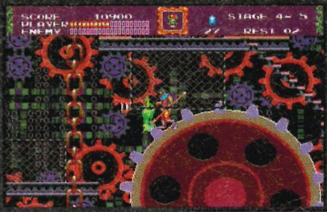
▲ …the great big winged creature from level 3. Yup, my magical powers know no bounds!



▲ Grief, you beat him too? Well, pick one more card, go This time you're doomed, because you've chosen…

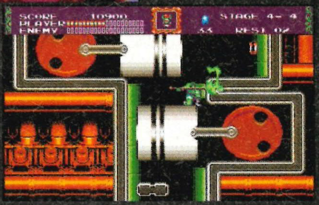
DRACULA GOES TO EUROPE!

To resurrect your very own Prince Of Darkness, you need to get only the very finest forces of darkness from around Europe. Thus, Evil Lizzie stops off at some more famous locales during her Dracula Revival Tour.

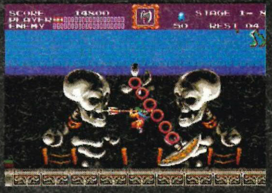

SCORE 10900
PLAYER
ENEMY
STAGE 4- 5
27 REST 02

LEVEL 4: GERMANY

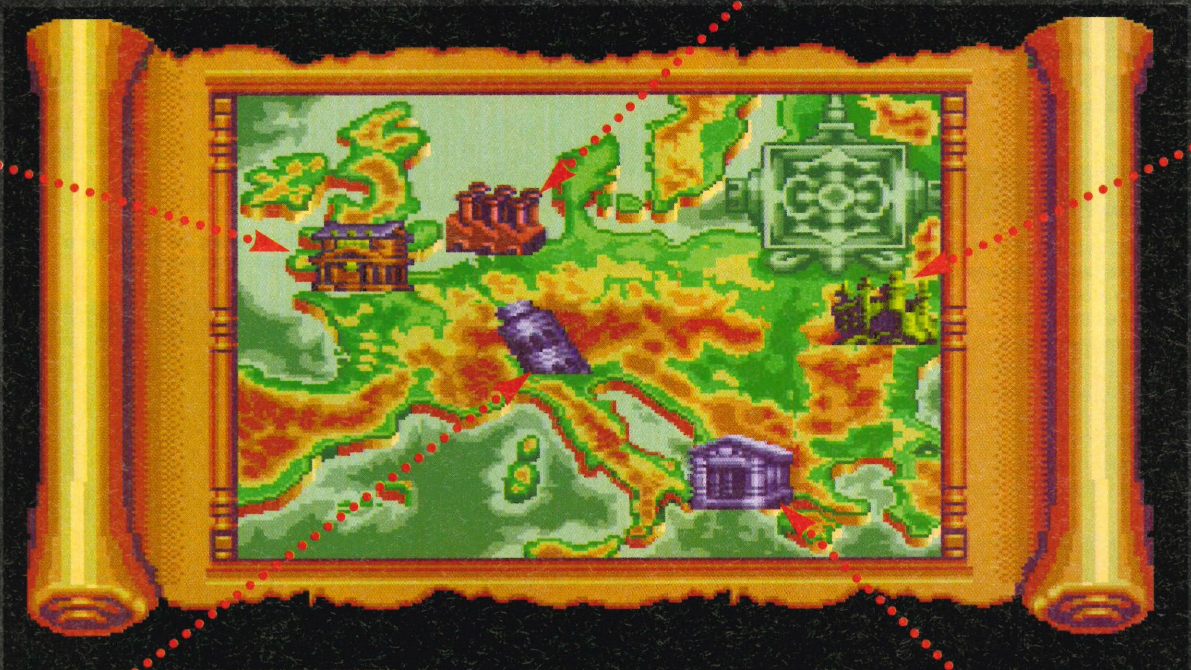
Let's not forget, this Castlevania game is set in 1917 – 300 years after the last one. This would explain why all the skeletons on this level wear army helmets and there's loads of electric doors, cogs and huge pulleys. Then again, why are the heroes still wearing 16th Century frocks and using whips and spears? Spooky!

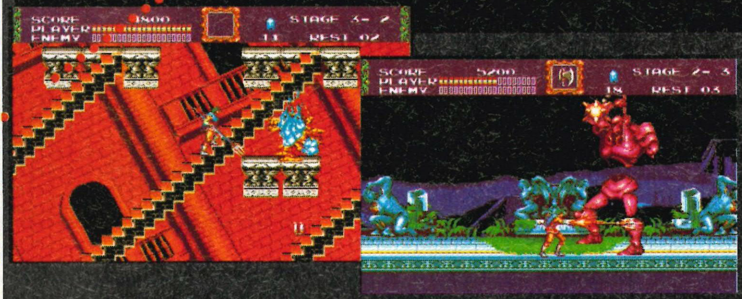

SCORE 10900
PLAYER
ENEMY
STAGE 4- 4
33 REST 02

LEVEL 1: DRACULA CASTLE


SCORE 14800
PLAYER
ENEMY
STAGE 1- 8
50 REST 04

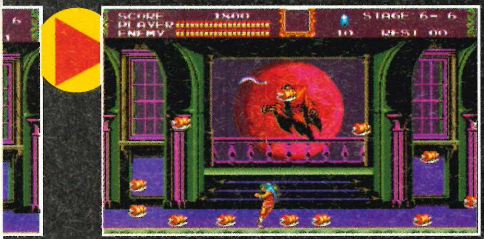
First stop: the ruins of the Count's palatial home in Transylvania. The big D might have left this place long ago, but his groupies still frequent the area. Such loveable rogues as zombies, bats and werewolves can be found here.




SCORE 1800
PLAYER
STAGE 3- 2
11 REST 02
SCORE 5200
PLAYER
ENEMY
STAGE 2- 3
18 REST 03

LEVEL 2: THE LOST CITY OF ATLANTIS

For only three hundred Transylvanian groats, you can enjoy a beautiful weekend at Atlantis. Why not meet the locals? Like the minotaurs or the aqua-people? And of course there are wonderful sights like the classical statues. Knock their heads off and use them for bridges.


SCORE 1800
PLAYER
ENEMY
STAGE 6- 6
10 REST 00

▲ Hams! Yes indeed. And that, Ladies and Gentlemen, is magic!

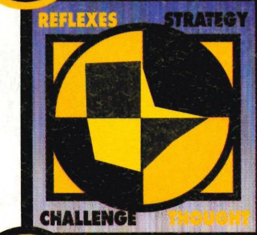
on.

THE SECOND OPINION

LLOYD HOWE

Castlevania on the SNES was an excellent platform romp and the Mega Drive one follows suit. The ability to chose different characters is quite novel seeing as the other games in the series have always been limited to one character. Every step of the way monsters jump out and just when you thought you had seen all that the game has to offer something out of the ordinary comes along making the game one of the best of its type.

% RATINGS


REFLEXES
STRATEGY
CHALLENGE
THOUGHT

PRESENTATION
78% Fairly average intro screens and the standard batch of options.

GRAPHICS
80% Patchy. Some awful backdrops and sprites, but some stunning bosses and backdrops.

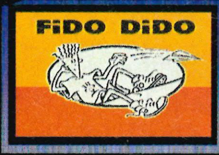
SOUND
65% Haunting tunes that lack atmosphere and some hideous sound-effects. Oh dear.

SHORT TERM PLAY
86% Initially a little monotonous, but soon picks up. Very playable.

LONG TERM PLAY
86% You'll definitely play it to the end, but you'll wish there was more of it.

OVERALL
83 A extremely playable, highly addictive game. Brief glimpses of brilliance show you just how superb this game could have been.

MEGADRIVE REVIEW



BY: KANEKO

KANEKO

8-MEG

STYLE

PLATFORM

PRICE	TBA
PLAYERS	1
SKILL SETTINGS	3

RELEASE DATE

MAR	94

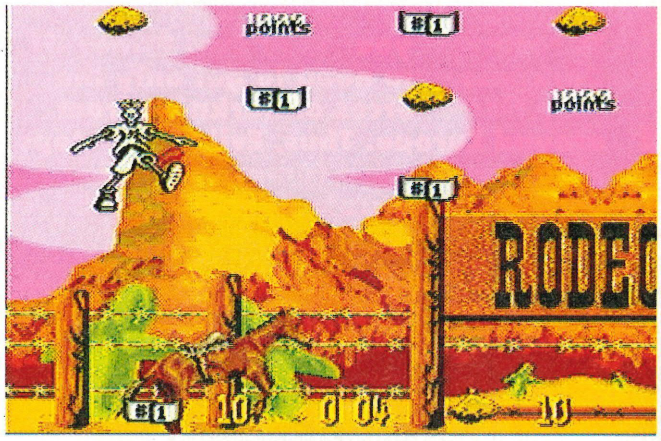
FIDO

Being a little wary of grown men who wear shorts it was with some trepidation that JULIAN CONNOLY came into contact with the inimitable Fido Dido. Could this mascot of a well known soft drink really star in a half-decent game, or would the black and white two-dimentional chap fail to meet up to the challenge

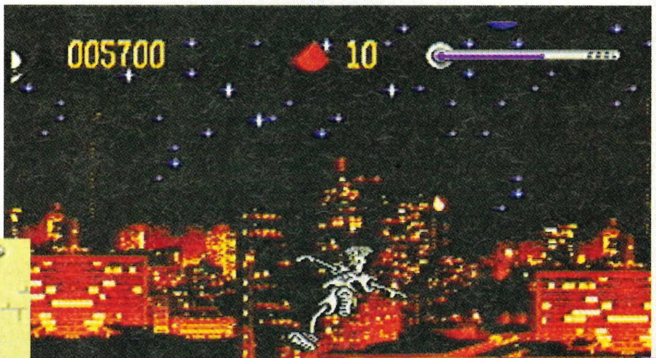
Fido has been around for nearly nine years now and despite this, and the fact he's used to advertise 7-UP in Europe, he still manages to maintain his cult status. Whether this game will help is another question. His creator has fallen asleep at her desk and as she dreams Fido disappears into another world made up of levels based on the objects and things on the artist's desk. A world revolving around a coffee-cup? A Lynch-esque fairground just because there's a postcard from Blackpool on her desk? The inside of a Mega Drive? All too surreal for me.

BANDY LEGS

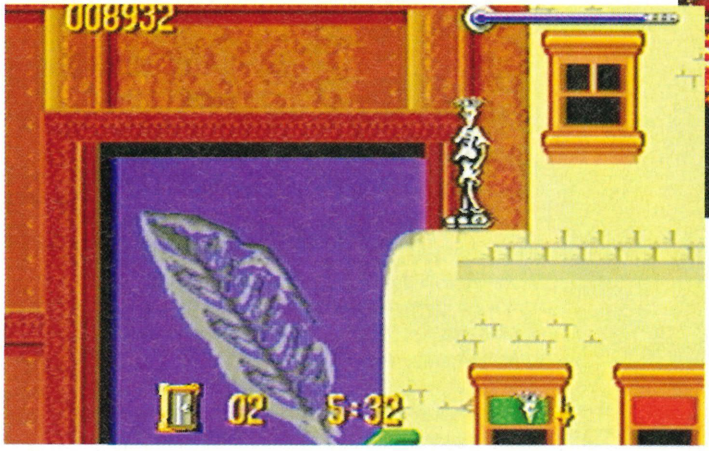
Fido is, in some quarters at least, the epitome of cool. His straggly sticky-up haircut, his surf shorts and laid-back strut combine to make him an icon for some, an utter no-hoper for others. The fact he only exists in two dimensions and is black and white doesn't help matters much either. What really annoys is his attitude – he just kind of saunters about without any sense of urgency, which in a platform game like this isn't always terribly useful. OK, he can jump, but he can't run and often he just isn't quick enough. You'd need some kind of clairvoyant power to be able to actually avoid most of enemies that populate the levels. You can't kill them either, which is a real bugger.



▲ **This bucking bronco is actually trying to help you collect as many potatoes as you can**

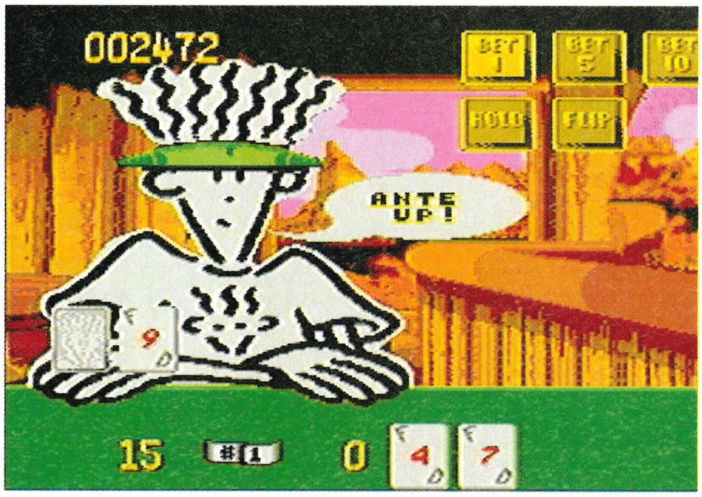


▲ **It is a lovely view but it is one hell of a long way down**



001200
SCORE ENHANC
-30
06
6:58

◀ **Life seems easy for Fido just happily ensconced on a ledge**



▶ **The dealer gets far too many good cards, so hedge your bets**

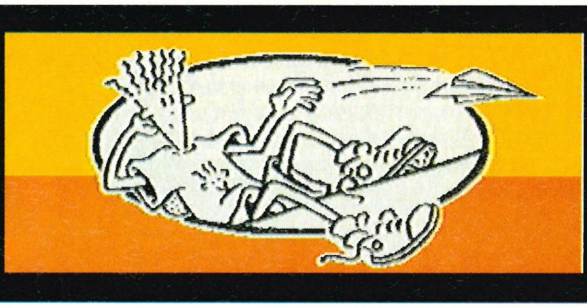
PENCIL ME IN

Each level has its own particular brand of nasties which get in the way, and what with them being indestructible they are more of a nuisance than a challenge. The real story about the variety in the levels is the different objects that Fido can locate and use. The first level, in a strange world dominated by a coffee-cup, gives Fido a pencil as his main tool. With this he draws things called Generic Blocks which he can stand on to reach higher platforms and the like. The object of this level is exploration – pick up everything in one part of the level and a false wall opens to reveal another section. Simple!

Another level is set in a fairground where Fido has a completely new and much more varied set of objects to use. Ranging from unicycles to parasols, all the items must be used in just the right places to successfully complete the tasks set.

Most pick-ups are found behind doors of one description or another. These pick-ups will either be necessary for completing the level or they will be energy boosters. Occasionally these doors will lead to the bonus level where three sub-games await to bore you. A rodeo, a shooting-range and a pontoon table – very much a wild west theme. After the first couple of visits, the novelty wears off and you'll hear yourself groaning if Fido stumbles upon them.

DIDO



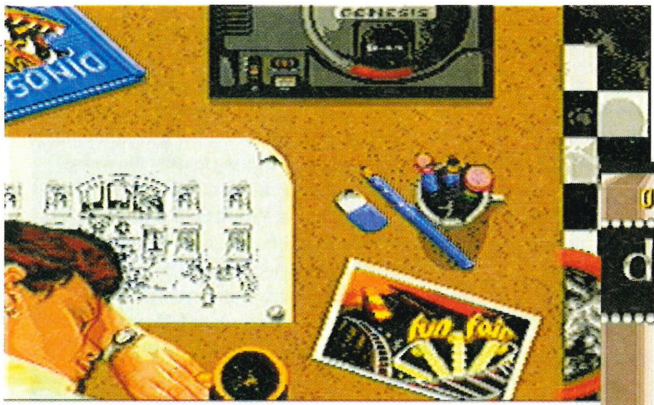
DO IT ALL AGAIN

The levels all rely on the completion of certain tasks or the collection of a number of similar objects. Before long you'll realise that each level is based on the repetition of certain tasks in different places, or doing slightly different things in the same location. Hardly inspiring, but somehow you keep going because you can't let such simple tasks get the better of you.

What doesn't help is the punitive time limit which admittedly adds a bit of spice to what's going on, but unless you manage to find the extra time icons hidden around the levels you will be cursing Fido all day long. A password system will ease the tension, meaning you won't have to face the tedium of having to redo already completed levels, but the lure of finding out what the next level holds somehow lifts the game above sum of its parts.

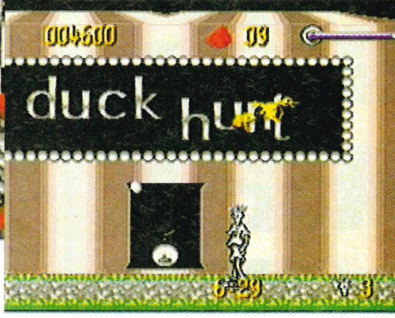
STYLISTICALLY SPEAKING

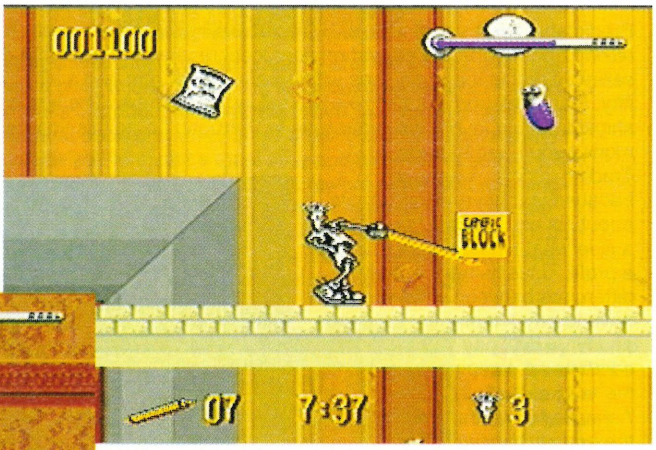
One thing Fido definitely has going for it is its sense of style. While the soundtrack may not be up to much, the levels are drawn in a very fetching cartoon style using bold black lines and solid blocks of colour. What is strange is the way that the little git Fido slowly worms his way into your affections and you gradually begin to like the guy. It is by no means a masterpiece, but despite its faults I actually came out liking the game a fair bit. Its combination of puzzles, exploration and a fair bit of leaping around is actually quite appealing, but without Fido's presence I feel this would probably be a much poorer game.



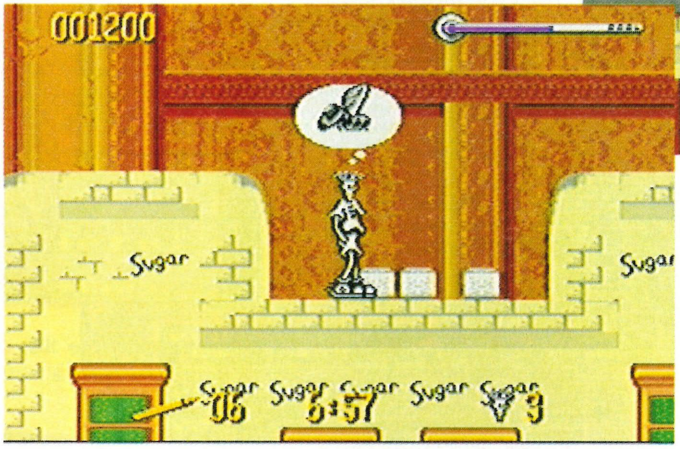
▲ **A typical scene at the Megatech offices with staff asleep at their desks during office hours. If the boss was awake we'd be in trouble**

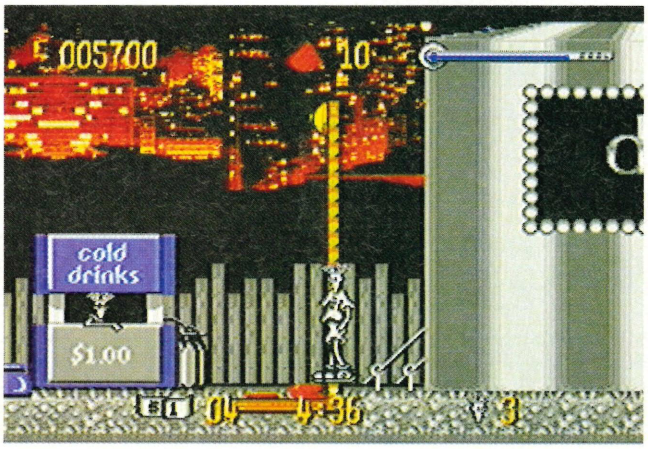
▼ **Watch out – low flying ducks!**





▲ **Fido is a bit of a dab-hand with his 50p Woolworths crayons, he even rivals our own artists for speed and precision!**



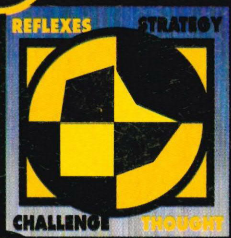


THE SECOND OPINION

LLOYD HOWE

This is a bit of a strange one really. At first it seems to be just another platform game and a complete rip-off of everything else, and then suddenly you find yourself trying to stay on a horse while picking up potatoes! This is by no means a great game, but it is quite challenging and a novel approach to this sort of game. Each level has a certain task and there are quite a few sub-games to be found. It's not brilliant, but it's not bad either.

% RATINGS



PRESENTATION 83%
Fido's joie de vivre is present throughout

GRAPHICS 78%
Big, bright and bold, but patchy in places. I love the 'big city' background though

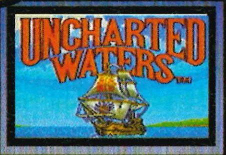
SOUND 56%
Not a lot to say about this apart from "It's a let down"

SHORT TERM PLAY 66%
It takes a while to get used to his laid-back speed and all the objects available

LONG TERM PLAY 84%
Once you get to know him he really is quite appealing, useful password system

OVERALL 82
Not great deal to it but ultimately good fun. Not too taxing but well worth a look if you fancy something a bit different

MEGADRIVE REVIEW



BY: KOEI

KOEI

12-MEG

STYLE

STRATEGY

PRICE £44.99

PLAYERS 1

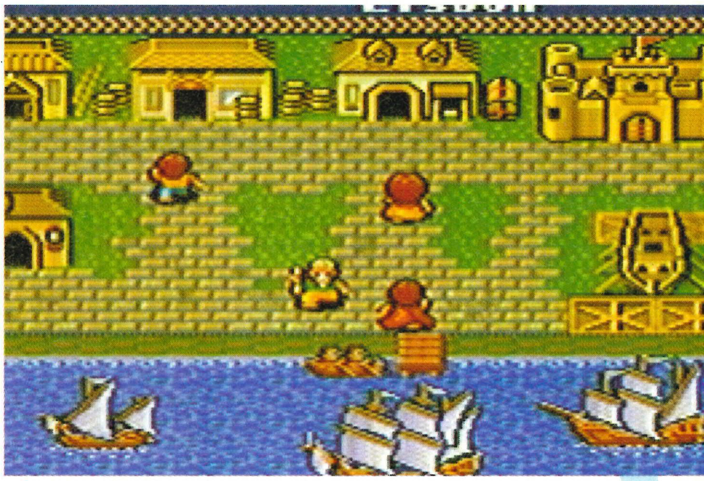
SKILL SETTINGS 1

RELEASE DATE OUT NOW

With his frilly white collar and big black codpiece JULIAN CONNOLLY looked just the part for a bit of sea-faring exploration in the 16th century

UNCHARTE

The 1500s were a golden age of exploration through the seven seas. Brave captains convincing their deeply ignorant crew that they weren't in fact going to fall off the edge and that India was only a bit further. Of course to gain fame and fortune as an explorer any chap needs to earn his stripes as a successful trader around the ports of Europe. This is where Uncharted Waters begins. with your one ship, eighteen days of food and a small amount of cargo you can set sail to anywhere you like, but another port might not be a bad idea - if you can find one. Playing the markets of the Mediterranean could be an option but if you don't get the right price you could be facing a big loss, but then any one of the taverns in these ports could hold untold dangers. In short, life's a bit tricky on the ocean wave.

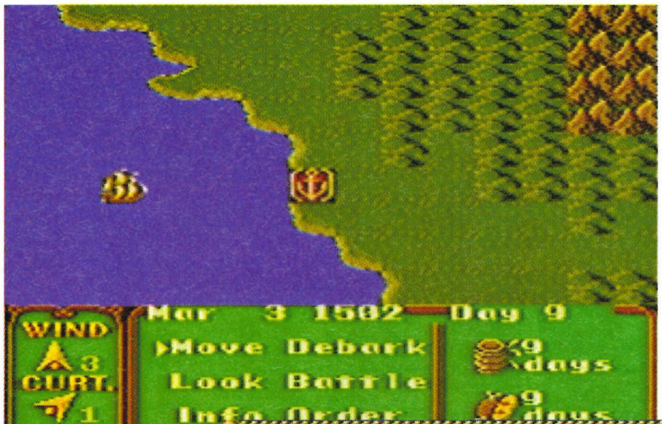


▲ All the ports look the same in this game, but they've all got a pub, thank God

A LIFE ON THE OCEAN WAVE

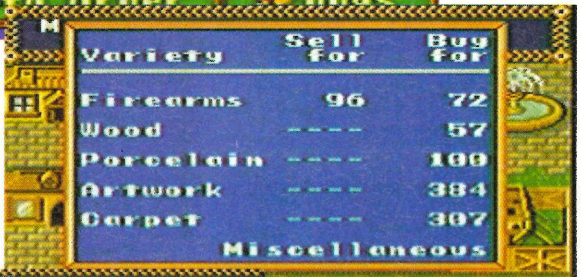
Predictably this saga of exploration and trading involves an awful lot of sailing about. I'm not talking about pottering around on your local reservoir in a six foot dinghy, but real macho sailing. Adrift in the open sees with barely a tot of rum and a skinny ship's rat between a crew of fifty, that is the sort of sailing we are talking about here. The aim is to build up a huge fleet of ships and gain favour with your King in Portugal. To do this you need money, and to make money you need to trade.

Trading is difficult enough because you have to investigate about six ports before you've got a clue what to buy where to make a profit. Usually there is a big difference between what you have to pay a merchant for goods and what he'll pay you for the same items, keeping an eye on the market is always a good idea. Assuming of course you can find the ports in the first place. Without a telescope or compass initially it is really a case of hugging the coastline to find the next port, even a simple trip across the Med makes for a tricky voyage. Maybe it is just me but the land mass seems to bear no relation to any map I've ever seen.



A
Var
Fir
Woo
Por
Art
Car
W

◀ Sailing into port for a few days well-earned rest



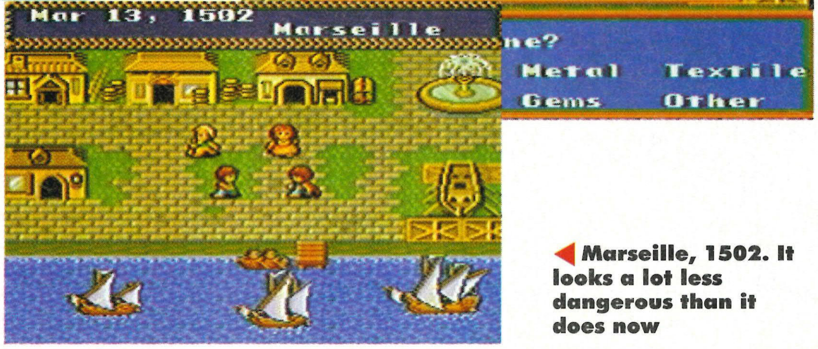
Variety	Sell for	Buy for
Firearms	96	72
Wood	----	57
Porcelain	----	100
Artwork	----	384
Carpet	----	307

Miscellaneous

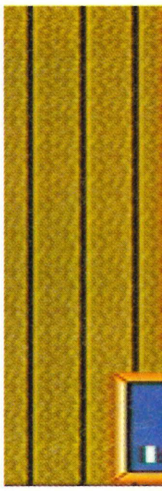
▶ These guys sure no how to make a profit

AH HA JIM LAD, IT BE LAND

Once you do find a port the first thing that happens is that you gain experience points. The next is that you disembark and realise that it looks almost exactly the same as the last port you left, everything is in the same place and all the people look the same. Clearly the ports were designed on the Holiday Inn principle, London may look like Lisbon but at least you know where the toilets are. In port you can trade all your goodies and buy a few more, restock the ship with supplies and visit the tavern. A few more subtle activities are available for the more experienced player. Investing in a certain port makes them more friendly towards the Portuguese regime, invest in the right port and they'll start building bigger ships which you can come back and buy later when you've built up some money.



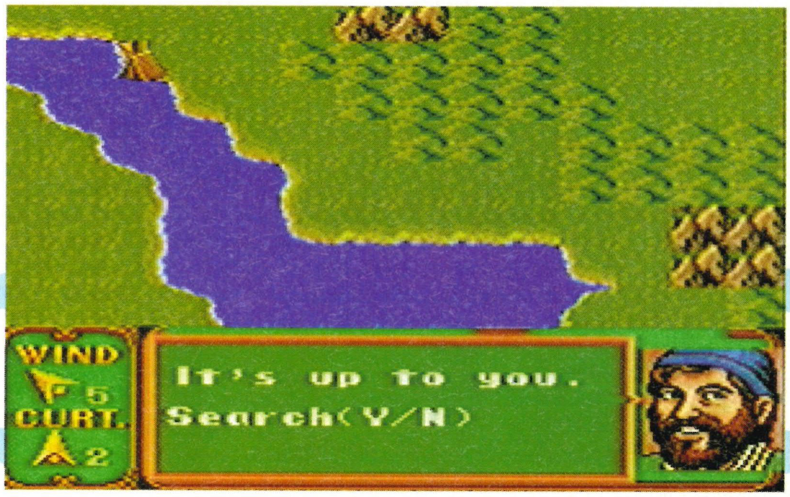
◀ Marseille, 1502. It looks a lot less dangerous than it does now



D WATERS

12 BARRELS OF CHEESE, PLEASE

One of the best ways of gaining favour at court is to do a few tasks at the behest of the King. You'll start in rank as a mere page but the idea is to build up your royal brownie points until you become a Duke. Other factors influence this including your success as a trader but helping the King out isn't going to do any harm. These tasks vary in nature but will frequently involve sinking other ships. This is where your skills in battle come in, how well trained you are and, erm, whether or not you though to buy any guns. Assuming you did your fleet will confront the other at some unspecified point in the deep blue sea and start shooting them. Like any other war game players take turns; moving, shooting and boarding are all amongst the options. Success depends on your strategy and on the quality of your crew and weapons, if you do succeed you will return to Portugal to a resounding slap on the back from the King. Fail and you'll probably have a long swim back, but if you do survive after failure your name will be about as popular in Portugal as THORP is in Cumbria.

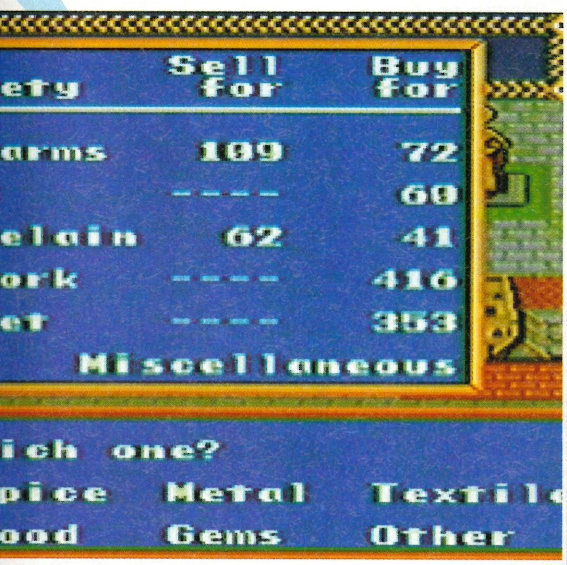


```
WIND    It's up to you.
 P5     Search(Y/N)
CURT.
 A2
```

Great, miles from home and no food or water

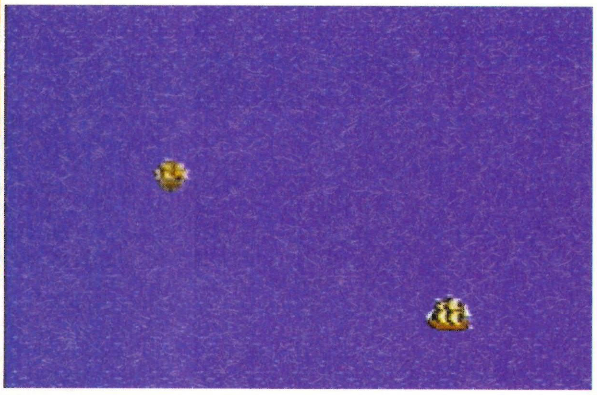
STRATEGY PLUS

Presentation is simple, basic graphics and the animation of the ship as it sails is jerky to say the least but this game isn't about good looks it is about strategic decisions, commercial decisions and tactical decisions. Uncharted Waters is very much a game that needs you to invest a lot of time and effort into it before you get any reward. The problem is this reward really isn't anything significant, just more trading in slightly bigger ships. If you can afford to spend a lot of time on this kind of thing then go for it but I stuck with It as long as I could but still nothing happened. Not my cup of tea but I'm sure someone out there will like it.

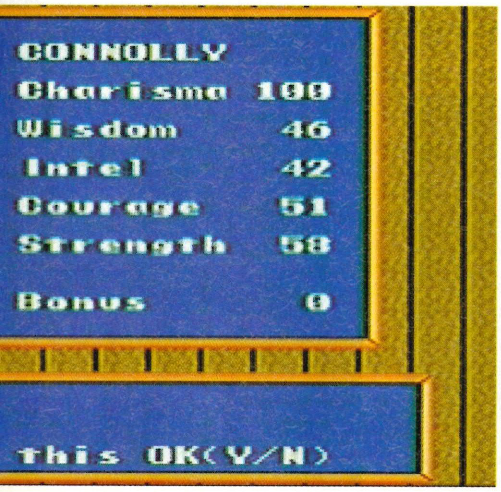


```
            Sell      Buy
ety          for      for
arms         109       72
            ----       60
elain         62       41
ork         ----      416
et          ----      353
      Miscellaneous

ich one?
pice      Metal     Textile
ood       Gems      Other
```

Bit of a bigger selection here, but those guns are very expensive



Ahoy there me heartie! Splice the mainbrace! and so on



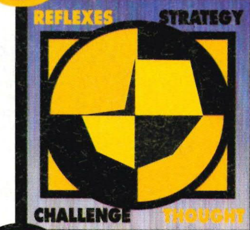
```
CONNOLLY
Charisma  100
Wisdom     46
Intel      42
Courage    51
Strength   58

Bonus       0

this OK(Y/N)
```

The Connolly family charisma factor shows through

THE SECOND OPINION

JOHNNY: No siree, initially I was looking forward to having a bash on this game as the last few of KOEI`s games have been of quite a high standard (Airobiz etc) Uncharted Waters is however a prize golden turkey. Graphics in a game such as this are only functional but they could have at least tried. The slow text could send you off to sleep after a few hours and the prospect of playing the game without anything significant happening is the final nail in the coffin for Uncharted Waters. If you really want to have a go at conquering the high sea's get hold of Pirates Gold. Both games have the same goals but the latter is far superior in every department.

RATINGS



PRESENTATION 65%
Fairly poor in this department but it doesn't really matter

GRAPHICS 59%
Pretty lousy in places but they are simple and functional

SOUND 50%
Very little but it beeps when it needs to

SHORT TERM PLAY 33%
Takes ages to get into

LONG TERM PLAY 75%
Loads to do and you could feasibly go on forever, and there's a battery back-up

OVERALL 65
High strategy here but not needs to be more accessible

MEGA-CD REVIEW

BY: LUCASARTS

CD-ROM

STYLE

ADVENTURE

PRICE IMPORT

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT NOW

Sit still awhile youngsters, let The Crimson Reviewer, Cap'n PAUL GLANCEY, tells 'ee a tale of piracy on the high software seas. Ahharrrr!

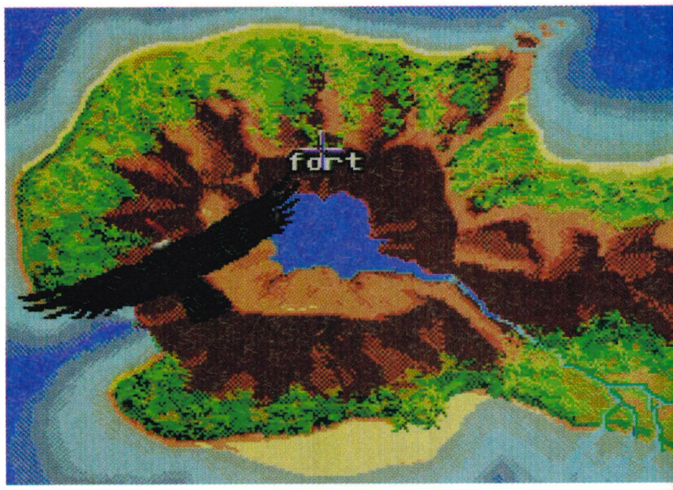
THE SECRET

Guybrush Threepwood – now there's a name to conjure with. Unfortunately, this Guybrush Threepwood doesn't want to be a conjurer, he wants to be a pirate. "Oh to be a pirate!" he often thinks to himself, "A swashbuckler, a bearded buccaneer who fears no man as he plunders the swollen holds of gold-laden galleons that dare to sail the straits of the Caribbean!" But breaking into the pirate business when you've nary a cutlass to your name nor a bristle to your chin is not at all easy, particularly around Melee Island, where our story starts. The local pirates have decided to lay low for a while, ever since they spotted a sinister ghost ship sailing their waters. Word has it that the spectral sailors are led by the terrible ghost pirate LeChuck who it's said is operating out of Monkey Island.

ROMANCE!

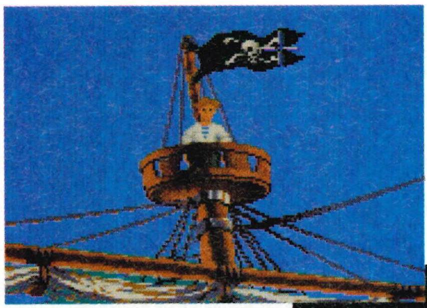
If Guybrush is to establish himself in the midst of The Great Melee Piracy Recession he's first going to have to get himself accepted into the Guild of Pirates. Then he must find a ship and a couple of mugs who would be prepared to join his crew.

While he's doing this, Guybrush runs across Governor Marley, the attractive lady leader of Melee Island's populace and, when their eyes meet, sparks fly and make little scorch marks on the rug. But just before he can tell her how nice her dress would look on his bedroom carpet, she's kidnapped by none other than LeChuck, who announces his intention to marry her! Guybrush vows to put a stop to this unholy union and, with new resolve, sallies forth to find that crew, that ship and that Monkey Island where LeChuck is most likely having his wicked way already!



▲ **Now this is what you call a 'birds eye view'! Just think of all the girls tops you could look down from up here**

▶ **Shiver me timbers – it's be a pirate**



ADVENTURE

But what Guybrush doesn't know is that he's merely the lead character in a graphical adventure game, and actually has very little control over his actions. Most of that is down to you and your joypad. There he stands in the middle of the lavishly-drawn scenery, then, one swish of the D-button later, he's walking to wherever you placed the cursor. Likewise, if you want him to pick up a chest, just point your cross-hair at it until 'CHEST' appears in the command area, then click on the button that says 'PICK UP'. Once you've highlighted an object the game suggests a command you might care to use on it, so in the chest example, the suggested verb might be 'OPEN'. This doesn't really give you any clues, but it saves you the trouble of moving the cursor over to the command buttons.

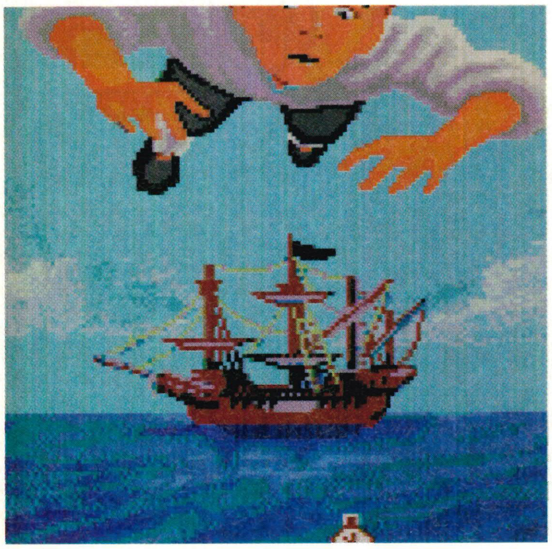
The system is also helpful if you're looking for something interesting but don't know what exactly. Sweep the cursor about the scenery, and when it hits something that brings up a name at the foot of the screen, you know you've found something that's worth investigating.

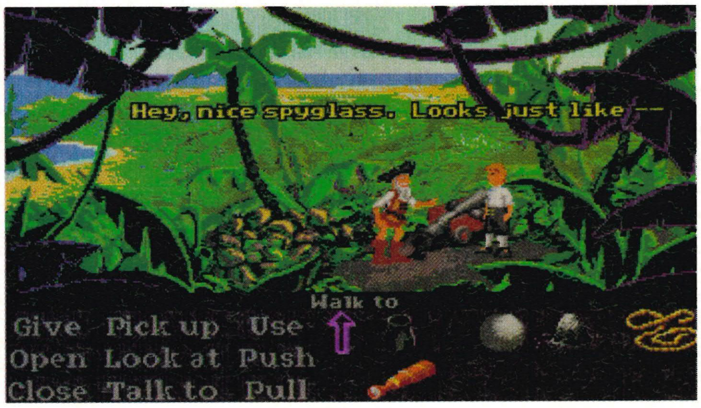
Could I interest
I'm selling this
Want to see a n
Swill THIS, cree

IMPORTANT WARNING!

The version of the game used in this review was an American import and may not work on an official UK MegaDrive

▼ **Maybe climbing in to the cannon wasn't such a good idea!**





Hey, nice spyglass. Looks just like --

Walk t
Give Pick up Use
Open Look at Push
Close Talk to Pull

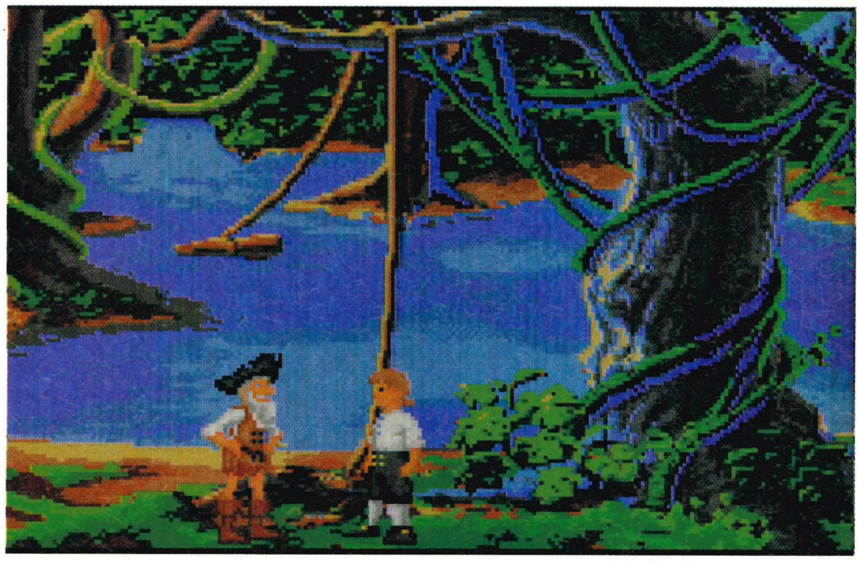
T OF MONKEY ISLAND

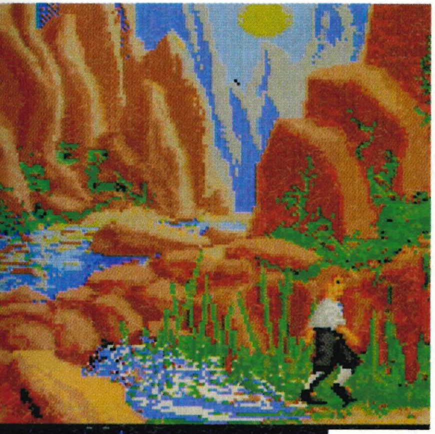
HYPER! HYPER GAME AWARD

LAUGHS!

But enough of the base mechanics, what of the game? Well, number one, it's hilariously funny. The dweebish Guybrush is a highly unlikely hero for a pirate yarn, just as most of the other characters are as unlikely for a pirate yarn. Most of the situations are also unlikely for a pirate yarn and most of the puzzles... well, they're pretty unlikely too. But when they all come together the gags run thick and fast.

Take the sword-fighting, for example. Here it's revealed that success in fencing isn't down to agility and strength – it's purely a result of rapier wit and being able to come up with the sort of off-the-cuff insults which send your opponents running home to mummy. And so, in the midst of every battle you find yourself looking for the right put-down from the multiple choice list on the screen. When your opponent strikes back you must have learned the correct riposte or risk a dose of steel to the ribs.

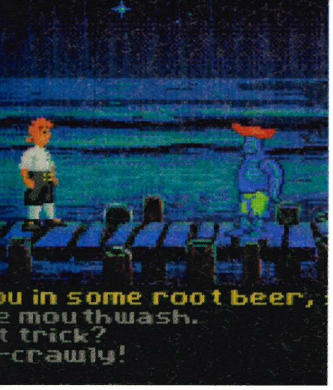




PUZZLES!

The same brand of crazy humour is invested in the puzzles, though not at the expense of logic. In fact, the puzzles, although rating an 'Above Average' on the difficulty-ometer, are genuinely clever. If you just think about what needs to be done and what's in your inventory that might fit the bill, you'll get there in the end and then think, "Wow! That puzzle was genuinely clever!"

You can't fault this game for content, because it's huge. There are a ton of things to do on Melee Island before you even get to part two of the game. When you do eventually get to Monkey Island you then have to deal with all sorts of bizzarre obstructions including vegetarian cannibals and insane castaways to find Lechuck, before returning to Melee Island again for the conclusion of the game. It took me a good couple of months of playing every other night to get to the end of the adventure, and I enjoyed every minute of it, right up to the superb climax.

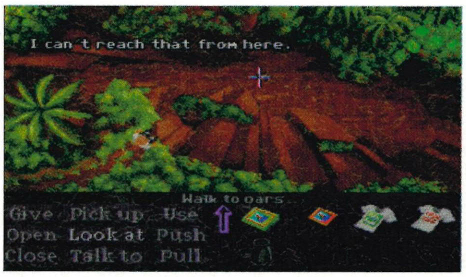


ou in some root beer,
e mouthwash.
t trick?
-crawly!

SLOW DISK ACCESS

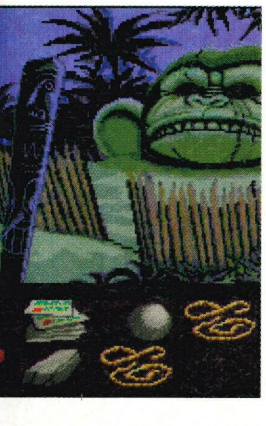
The only potential downside to this game is the slow disc access. It's not as long-winded as in Dynamix's Adventures of Willy Beamish, which paused at every command, but when you restart an old game (using numerical passwords rather than battery-saved positions for some reason) the screen blanks for over a minute while you're waiting for the disc to sort itself out. Also, there are some very odd occasions when the action pauses for no apparent reason and the music takes a break while something loads in.

Luckily your attention is drawn away from any such examples of shoddy programming by the spectacularly good game design, which definitely makes this a game that even adventure-haters should invest in (so long as they can run US discs on their Mega-CD that is).



I can't reach that from here.

Walk to oars



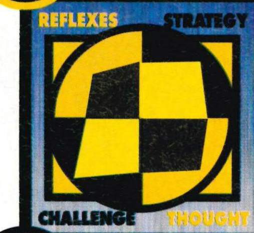
Oo, oo, oo! I wanna be like you-oo-oo...

THE SECOND OPINION

ALLIE WEST

It is surprising why it has taken so long for a LucasArts game to surface on the Mega-CD or indeed the Mega Drive. Having been an avid fan of LucasArts since the days of Maniac Mansion I have waited with anticipation for this release. Although Monkey Island is one of LucasArts older adventures it still manages to stand the test of time. It is a thorough, complex and highly entertaining piece of programming and I absolutely love it - I was captivated for days. Its only downfall is the awful disk access speeds, but I will excuse it just this once.

% RATINGS



90%	**PRESENTATION**	Great, apart from the slightly dodgy disc-accessing times.
92%	**GRAPHICS**	Spectacular, from start to finish.
90%	**SOUND**	A smattering of sampled sound effects. Jolly calypso music from the CD.
93%	**SHORT TERM PLAY**	Clever game design wallpapers over the cracks in the disc-accessing.
93%	**LONG TERM PLAY**	Loads of adventuring to get through, and it's all brilliant fun.

OVERALL

93

A superb adventure from Lucasarts. Let's hope they get the disc-handling sorted out for Monkey Island 2!

MEGA-CD REVIEW

VIRGIN

GAMES

CD-ROM

STYLE

PLATFORM SHOOTEM UP

PRICE £49.99

PLAYERS 1

SKILL SETTINGS 4

RELEASE DATE OUT NOW

Can JULIAN CONNOLLY save the world from the Terminators? Can he save the human race? Can he save Sarah Connor and her un-conceived son? Not a chance, he could barely save money at Oxfam

TERMINA

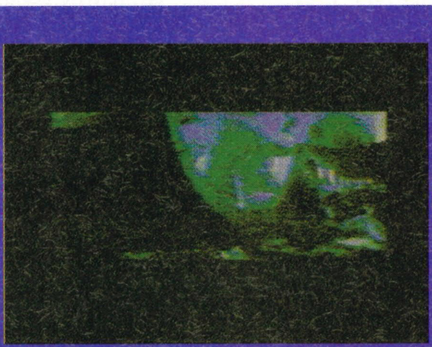
I trust you are all familiar with the plot of this particular movie by now? It has its tenth (count 'em) anniversary this year and I feel certain that it is only a matter of time before it ends up on the national curriculum, along with Brookside and Star Wars. If your mum still wont let you watch it though, let me explain. By the year 2029 a supercomputer designed to run the western worlds weapons to cut out human error decided the best way to do this was to cut out humans all together and started a nuclear war. To help mop up the lucky survivors it created an army of robot soldiers with funny accents in the shape of Arnold Schwarzenegger - called Terminators - and proceeded to get this close to wiping out the human race. The leader of the resistance is one John Connor and he is, like, this close to actually winning. So the big computer sends one of the Terminators back in time to kill John's mum before he even gets born. The resistance send back one Kyle Reece to stop him. You control Kyle Reece and are you in for one hell of a night out, or what?

YOU'VE GOT PLENTY OF TIME

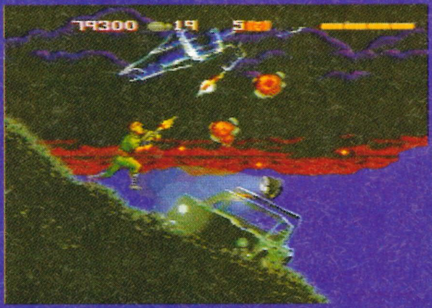
Now where the film kicked off with our mate Kyle arriving buck naked in some LA alley, the game very kindly allows you to fight through four levels in 2029 before you even get a sniff of time travel without underwear. "Fight" probably exaggerates exactly how much you have to do. "Shoot and run fast" is closer. Yes you, as Kyle Reece have to run around firing your gun at all possible moments, climb ladders, leap over gaps, not get shot too often by the Terminators and find the end of the level.

TIMED SEQUENCE

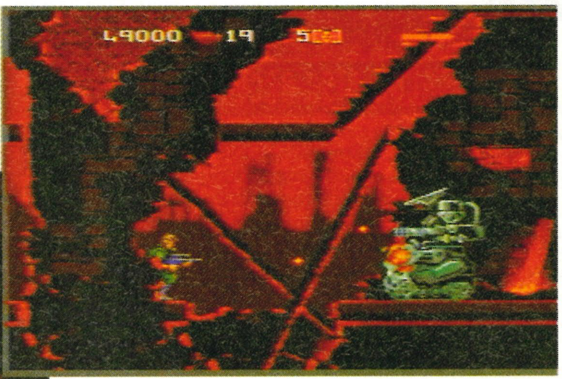
DURATION: 3 MINS.



1. Human skulls callously crushed by the dreaded automated hunter-killer tank

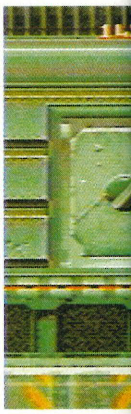


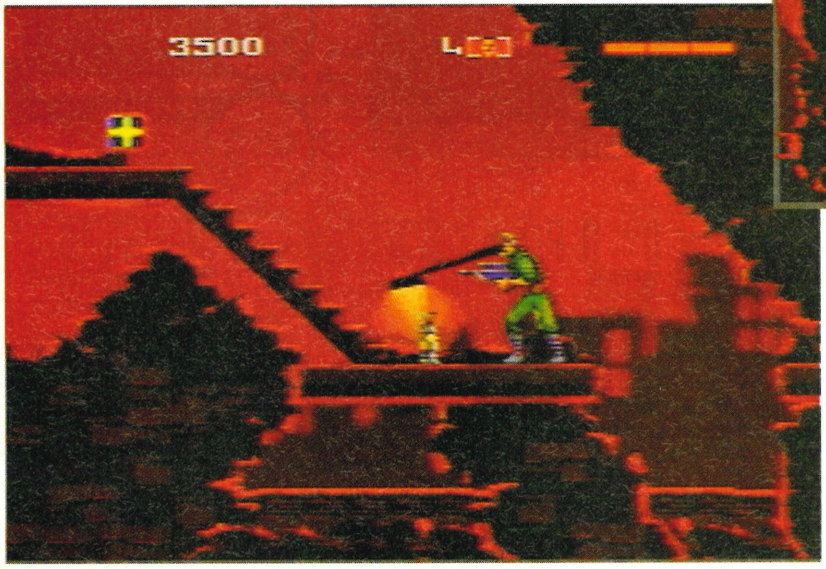
5. A roving HK attack craft tries to halt our heroes progress, but nothing stops our Reece



Two grenades and these roving things are history

Quick, quick someone's left their head behind

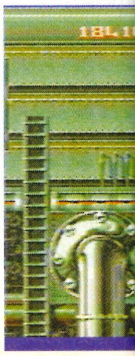




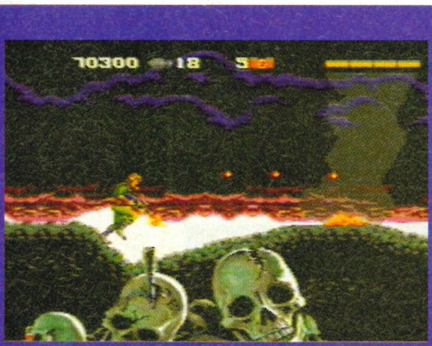
A Terminator has very kindly stepped of this mortal coil just so Kyle can pick up that full health recharge

IT'S NOT ALL BAD

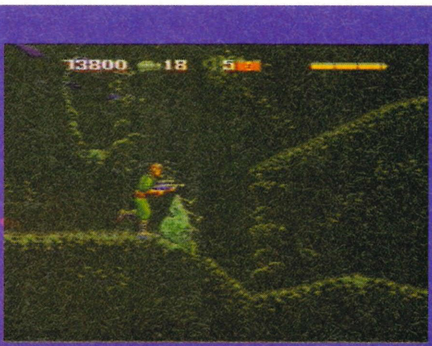
Now before you all run off moaning "Oh how dull" don't. You see it might not do much but, well, I don't think it's meant to. This is just sheer, good-to-honest, no-holds-barred random violence. And its fun. Kyle for a start has unlimited ammo, always good fun I find, and he can collect throwing weapons, which vary from level to level but most follow an arc and explode when they hit something. More fun. And he seems almost impervious to bullets, it takes an awful lot of hits for him to actually die and there are plenty of health pick-ups to be collected (well there are on easy level anyway). Checkpoints are scattered around the level so that if he does buy the farm you wont have to do the whole level again. And this is the best bit of all, there are rapid fire pick-up to be had meaning that you can just hold down the fire button and throw caution to the prevailing wind.



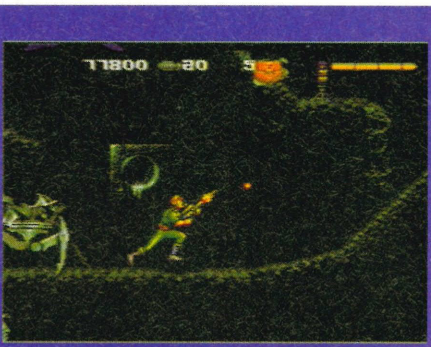
ATOR CD



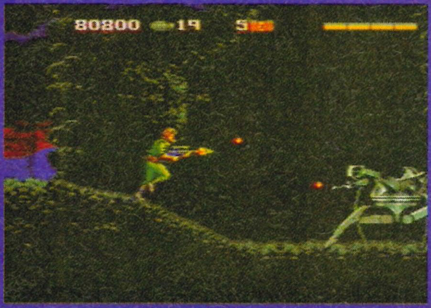
2. Another appearance from the skulls as Kyle races from the beginning of the level



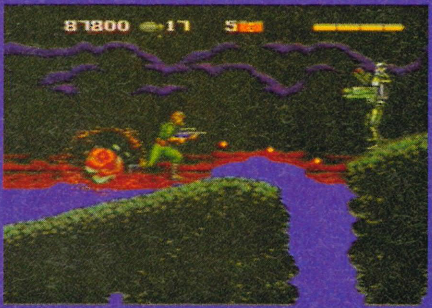
3. Terminators just disintegrate in his patch as Kyle fights his way through



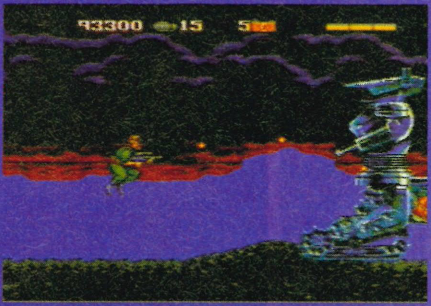
4. Having just neatly dodged a spider-robot, Kyle shoots upwards to clear his path



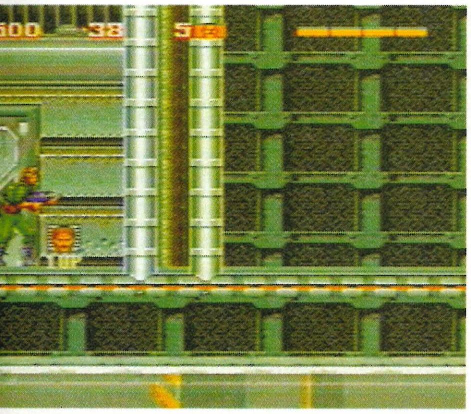
6. Another spider-robot, one grenade should sort the little devil out

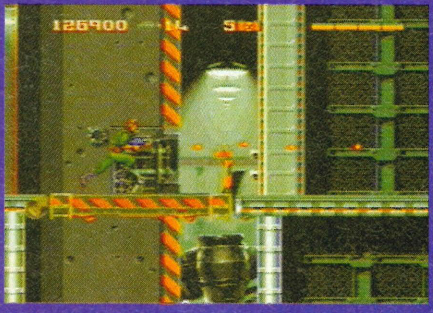


7. Tricky one this, should he stoop and finish him off or just keep on going

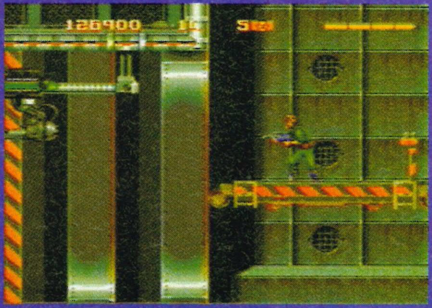


8. The final confrontation with the end-of-level guardian, and barely two minutes have passed



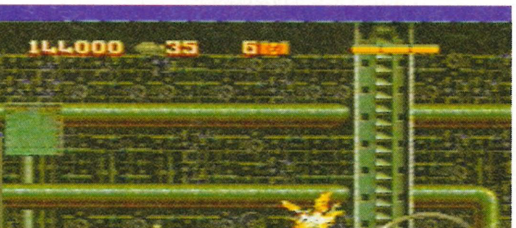


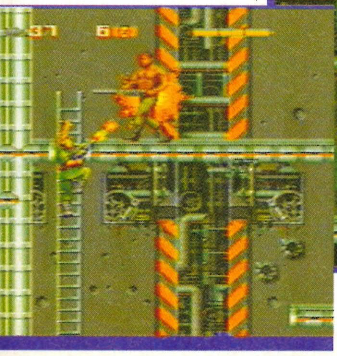
9. Through one level in just over two minutes and now just beginning the next, all quiet so far



10. Still all quiet, this level seems to be taking a long time to warm up. A good chance to get your breath back

Despite appearances this guardian is not hard to kill



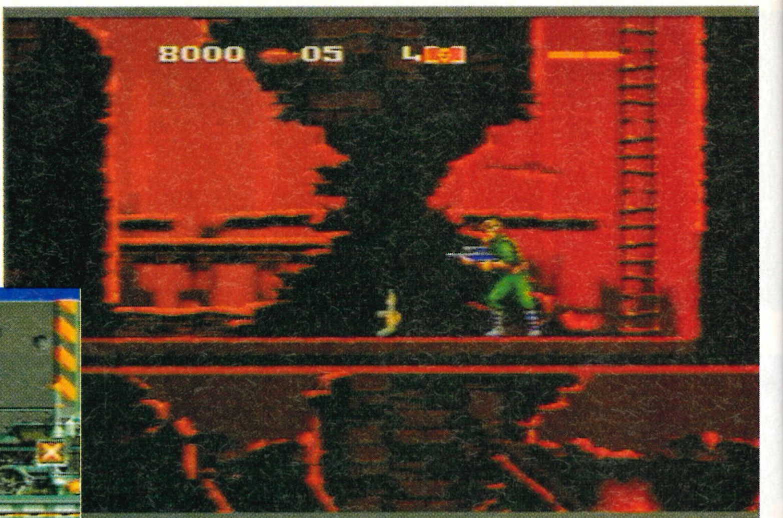


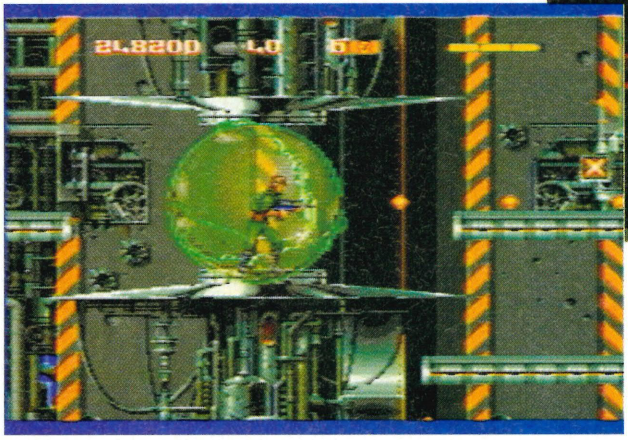
EASY PEASY LEMON SQUEEZY

All sounds a bit to nice to the player for you gung-ho macho gamesplayers out there? Well do not fear. There are four difficulty levels, on Easy you get four lives not very many terminators and loads of things to pick-up, including extra lives. By the time you play it on Super you go out and face the aluminium Arnolds with but one life. And there's more of them. And the pick-ups are so few and far between you might as well forget about even looking for them. The controls don't help either. This is going to sound strange but they are just too responsive. Now Kyle can do most things that your average game star can: run, crouch, jump, climb stairs, vary the direction he's shooting in and so on. The problem is he usually does them just when you don't want him to. Get him to crouch while he's shooting and he'll probably turn around as well. Run up stairs and little jink on the pad means he'll start shooting upwards and stop moving. The other annoying thing is the way he won't turn on the spot and put his back foot where his front foot was. He pivots on his back foot and this causes all sorts of problems on stairs or at the end of platforms.

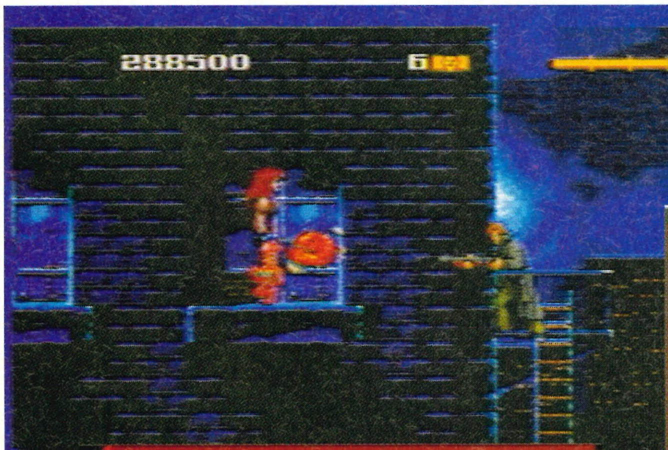
ERE' ARFUR, COME AN' 'AVE A LOOK AT THIS

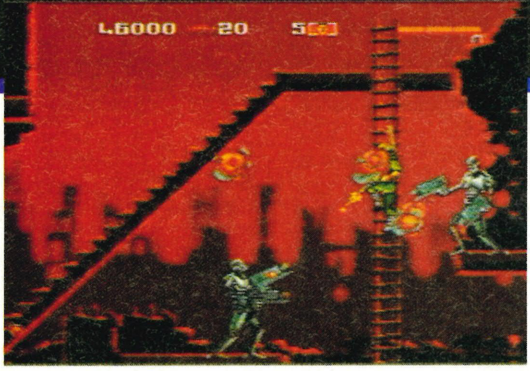
These are however minor quibbles which you put up with when you are engrossed in the fast-moving, action-packed gameplay. And there are plenty of levels to do it all in, four alone before you even get to 1984, and plenty more come charging through after that. Actually with all this fast-moving business it isn't until afterwards that you realise there isn't that much to the game. It is in fact something of a confidence trick that Virgin have pulled off here. They've stuffed it full of lengthy, high quality digitized scenes from the film - to keep you abreast of the plot - they've stuck on a belting rock soundtrack and the graphics, while not being stunning, are pretty good and scroll around at such a rate you wonder if poor old Kyle can keep up. But then you expect that kind of thing on the Mega CD. And it's while you are being bamboozled by all this top-notch presentation and atmosphere the sensible part of your brain that says "Hang on this is just another platform shoot'em-up" gets barged out of the way by the head-banging oik that's in all of us and he goes and has a great time.



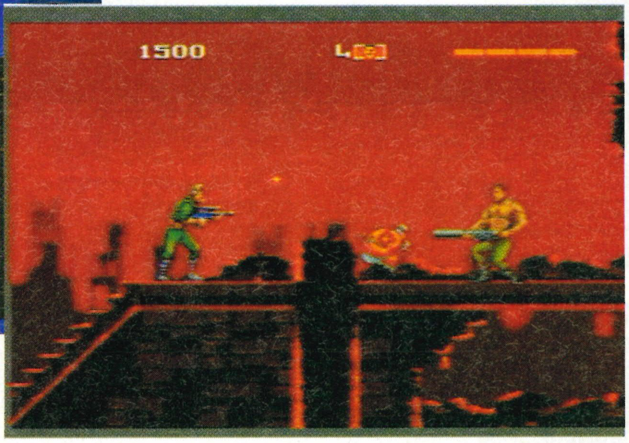


▼ This red haired punk is guarding a power-up





▼ Die you robotic, Austrian-accented scum



OH I CAN'T BE BOTHERED

When the game over screen comes along it is something of a kick in the teeth. Because the game is nothing more than running around and shooting, the headbanging oik is far too knackered to go all the way back to the beginning and try again. There are no passwords or continues to help him out either. So Mr Sensible reaches for the off switch. As soon as that "Kyle Reece is Terminated" message comes up the spell is broken and it took me a while to get the energy back to face it all again. Its great fun doing the same thing over and over again in new and exciting places but to have to go back and face all the old bits again, no thanks.

NEVER AGAIN

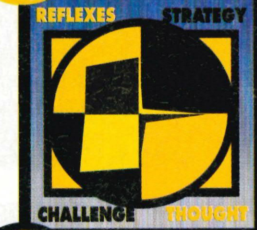
Terminator CD is like a good friday night out, but once the game is over going straight back to it is like the first alcohol of the saturday. You know you'll probably feel better for it but you just can't face it.

THE SECOND OPINION

JOHNNY "JAG" McALLEICE

To say I wasn't overtly impressed with Terminator CD would be something of an understatement, the whole thing stinks. Taking the old scrolling platform/shoot-em-up formula and repackaging it with the plot of a blockbusting film to flog it off the more impressionable out there is not what I've come to expect of Virgin. With the Terminator licence and a fistful of CD ROM this should have been one of the games of the year but yet again the powers that be have taken the easy road out and all there is to show for it is a very easy and dated looking game. Buy the platform game, it looks batter and really is 3 years old. It's also half the price of this nonsense.

% RATINGS



PRESENTATION
88%
Absolutely top-notch, it draws you in with loads of scenes from the film

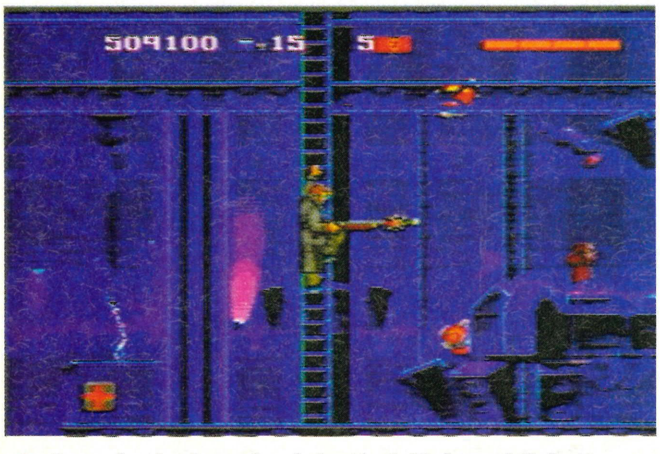
GRAPHICS
78%
Not brilliant but my god they scroll with such smooth swiftness, who cares?

SOUND
83%
Blistering sound track, with loads of heavy guitars and groovy effects

SHORT TERM PLAY
84%
Fabulous. High octane violence that you can jump straight into

LONG TERM PLAY
49%
Not so hot, after a while you realise this game is all mouth and short pants

OVERALL
69
Looks great, sounds great, plays great for while but all this shooting wears you down



▲ Deep in the bowels of the Tech Noir and Kyle Reece kills the DJ because he's crap

The new issue of the Strategy, Simulation and Adventure PC Games magazine...

OH, MY SON, I FEAR...
I FEAR THE EVIL WANTS YOU!

pc PLAYER

PC PLAYER · ISSUE THREE · FEBRUARY 1994 · £2.25

The only magazine for serious PC entertainment

SIMULATION ADVENTURE STRATEGY

Are the latest 3D RPGs necessarily the best? We put the six top RPGs through the paces in this month's Super Test

FEATURED IN THIS ISSUE:
- FLIGHT SIM TOOLKIT
- HAND OF FATE
- REBEL ASSAULT
- DUNGEON HACK
- LEISURE SUIT LARRY 6

SILICON GRAPHICS:
THE MAGIC BEHIND THE SYSTEM
AND HOW IT WILL EFFECT THE
PC GAMES OF THE FUTURE

Dave Gibbons talks to *PC Player* about the creative process behind Virgin's new game. Is it the best point-and-click adventure from a UK publisher?

BENEATH A STEEL SKY

REVOLUTION TEAMS-UP WITH DAVE GIBBONS

PC Player
Issue Three
February 1994
£2.25

...is on sale 31st January from all good newsagents.

Dragon's Lair

BY: RAEDY SOFT

READYSOFT
EPICENTER

CD-ROM

STYLE

ADVENTURE

PRICE £44.95

PLAYERS 1

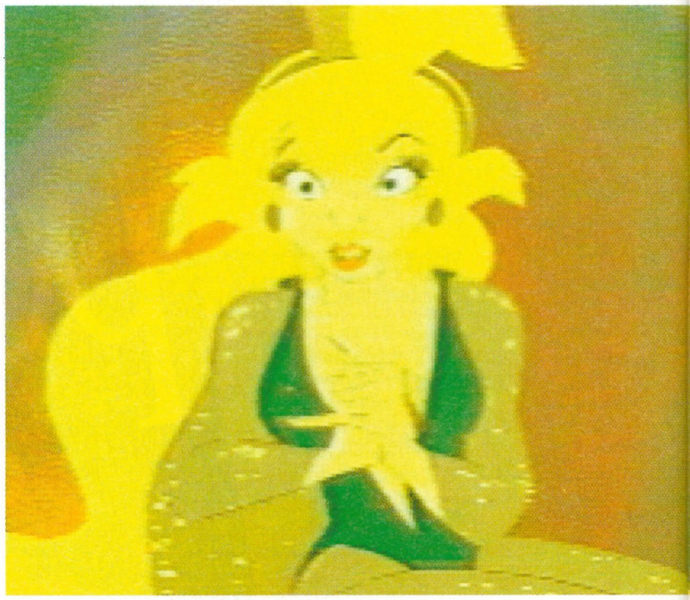
SKILL SETTINGS 1

RELEASE DATE
OUT NOW

JOHNNY is very fed up with people telling him this game is best thing since Lou Macari`s move to Celtic. In his opinion Dirk should have retired way back in 1985.

DRAGONS

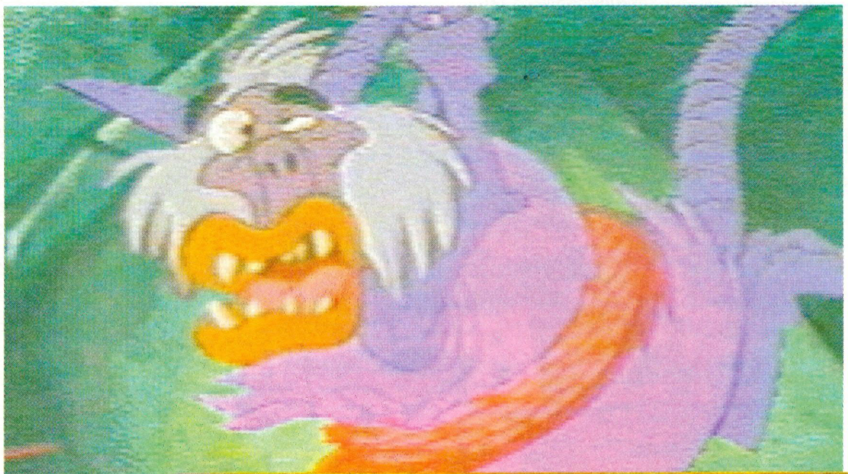
Even if these new fangled computer games are not "Your little thing" I`m sure you will have heard of this game. Dragons Lair has been kicking around since the dawn of time and was infact one of Adams all time favourite arcade games. Okay it's not all that old but it was certainly around in 1984 making it at least ten years old and at the time a quickie on Dragon's Lair would have cost the rather extravagant fee of 50p. In those that would have bought you a can of breaker and would have left change for a bag of crisps. This thing used what at the time was the latest in technology, the laser disc and amazed all and sundry with it's rendition of cartoon graphics. Oh I remember with much fondness waiting patiently in line, money in hand for a go on this much talked over machine. Still that was then and this is now. These days I think on those arcade games much in the same way I do my favourite childhood TV programmes such as Space 1999, great at the time but a little on the dated side now and not really worth watching except for nostalgia value and Dragon's Lair is no exception to this rule, great way back then but very average now.



▲ **Would you battle evil demons, confront huge dragons and venture in a spooky castle for this? It all depends how grateful she was prepared to be......**

AND I SAY AGAIN.......

All you lovely readers out there will no doubt be looking open jawed at all those great screen shots of Dragon's Lair and thinking how great they look. True, true and true yet again, The one thing this game does have going for it is the splendid looking visuals. The game is one long, flowing cartoon. From the great intro screens were we see a glimpse the delightful princess and the evil dragon, Singe we know we are in for something very special. Our hero Dirk saunters along, bandy legged trying his best to pull an evil



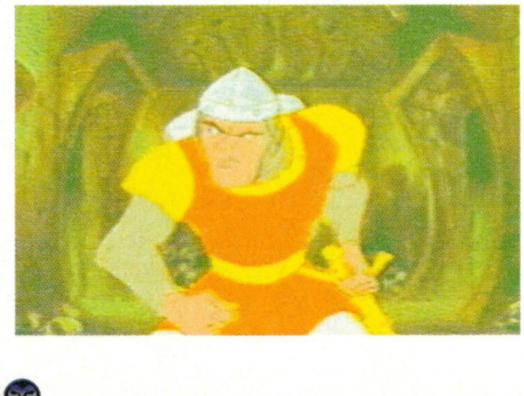
◀ **Any vegans out there might want to close their eyes at this moment**

IMPORTANT WARNING!

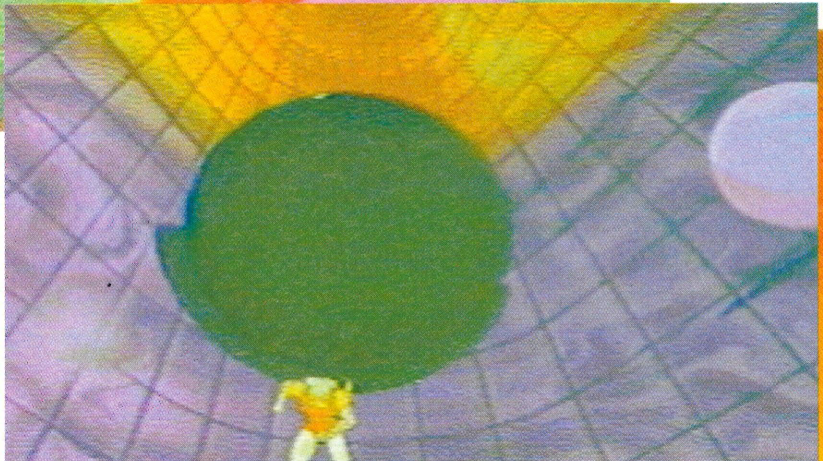
The version of the game used in this review was an American Import and may not work on an official UK MegaDrive

.......AND TWICE

The game contains many of the best graphics yet seen on the Sega CD and a massive 152MB of RAM was needed to get the thing on screen. Perhaps the only complaint that can be directed towards the images seen in Dragon's Lair is the lack of colour we can se on screen, anyone familiar with the Sega

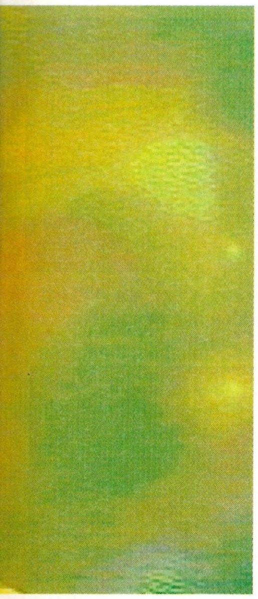


▶ **It's your self looking mad, mental and a bit on the mean side...**



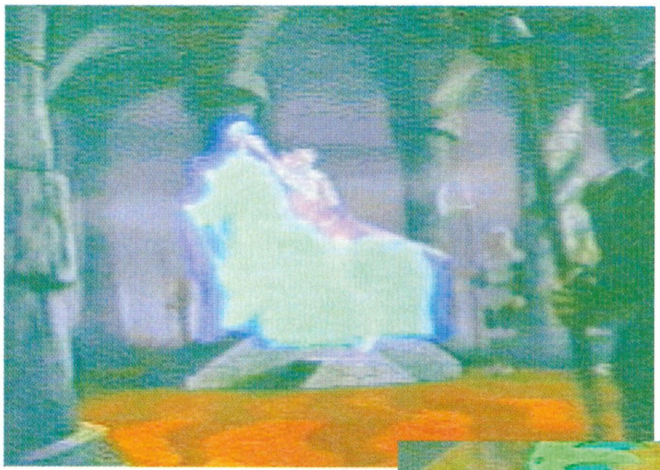
▲ **Bloody hell what next. These evil dragons don't mess around do they..**

LAIR



FUR COAT, NO KNICKERS

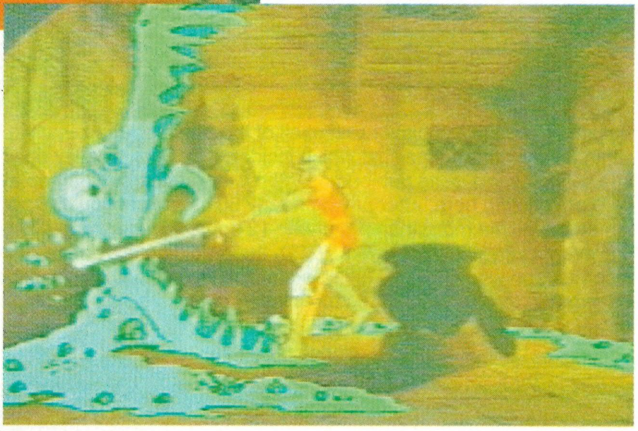
Yet again my psychic powers have come to the forefront and I know what you are thinking, that this must be one of the best games around. Getting to direct and having complete control over your very own fantasy cartoon must be great fun. Very true. If this were the case then I`m sure it would be great fun but........... sadly: despite the good looking screens Dragon's Lair turns out to be one of the shallowest games I have ever played. All that is really involved in terms of gameplay is the occasional pushing of the D-pad and the tapping of the B button, not a lot else really goes on. When faced with a collapsing floor or an evil concoction squirming along the floor we can control the direction of Dirk`s jump, or when confronted with an equally nasty living, breathing organism a quick tap on the B button will force him to draw his sword. After this nothing. Not my idea of what a real interactive game is all about.



▶ **Argh it's the dark rider and his murky mare. No hope of escape now**

MAKE THAT NO FUR COAT

The other almost absurd downer of this game is the control system. Make that lack of control system. As soon as the floor begins crumbling or a monster shows it's face what would be the first move of your average games player? I can't speak for everyone but in my case I would leap to safety with the falling floor and draw my sword to kill the monster, not in Dragon's Lair I`m afraid. No we can only perform such tasks when, and only when the game decides it's good and proper. This is often seconds after you have reacted. The result, one dead Dirk and the loss of a life. Despite having infinite continues and easily reached restart points this became incredibly infuriating and turned what had the potential to be one of the best games of the year into an annoying, complete waste of time. Yet again the CD proves it can deliver graphics without the game. Ignore the rantings other people may make about this. it's one big con.



▲ **Oh dear this thing don't appear to be too friend. A quick chop of the sword should sort all that out**

THE SECOND OPINION

ALLIE WEST

More of the same from Mr CD. You know, lots of pretty graphics and sound, but zero gameplay. Mind you, Dragon's Lair was just the same in the arcade wasn't it? Only a bit bigger, and more expensive of course. Graphically, it really can't be faulted thanks to the original Don Bluth animations, but just like the arcade original the gameplay has drowned in a sea of nice-looking cartoon drawings. You'd think that a price rise from 50p a go to £50 would entitle you to some slight improvement over a game that was unplayable ten years ago, wouldn't you?

◀ **Gosh it's that big dragon, Singe, in all his evil glory. Quick run for your very life**

ALTERNATIVELY

Road Avenger FX
By Sega
£49.99
Road Avenger is a sort of Dragon's Lair on wheels. Both rely on graphics and you have very little control over what goes on in the game.

Thanks to: Dream Machine 2
TEL: 0429 869459
A helpful little shop in Harlepool. Give them a ring or call in. They will be pleased to see you and your money

% RATINGS

REFLEXES STRATEGY CHALLENGE THOUGHT

80%	**PRESENTATION**	Great intro. This is CD after all. But who really cares about that?
85%	**GRAPHICS**	What can I say, simply brilliant but never judge a book by the cover.
80%	**SOUND**	Again everything not related to the gameplay is good.
78%	**SHORT TERM PLAY**	Yes I admit it, at first you'll love it...........
50%	**LONG TERM PLAY**	.......But then windows will be smashed and Sega CD's will be smashed up

OVERALL

67

Another CD that looks great but falls down on the gameplay front. The grave becomes another few feet deeper.

MEGA-CD REVIEW

JURASSIC PARK

BY: SEGA

CD-ROM

STYLE

ADVENTURE

PRICE IMPORT

PLAYERS 1

SKILL SETTINGS 1

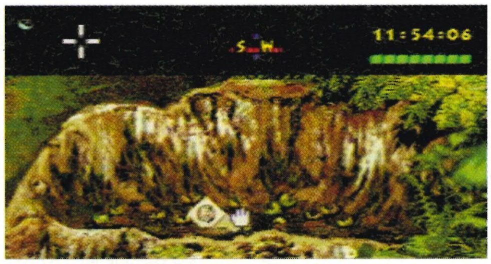
RELEASE DATE OUT NOW

THANKS TO DREAM MACHINES 2 (TEL: 0429 869459) FOR THE LOAN OF THIS IMPORT CD

Not one of the world's feeble women, ALLIE WEST is ready to do battle with the forces of evil, half the male population and a few dinosaurs.

JURASSIC

It would seem that software houses have a real problem releasing a licensed game at the same time the film is in the public eye - Jurassic Park CD is one such game. Delving deep in to your memory banks you may recall that the film came out way back in the summer of '93, the cartridge game succeeded in hitting the shelves only a few months later but why are we only just seeing the CD game now? Bare in mind also that this version is American so God knows when we'll see an official adaptation. So struggling to remember what the film was about (after all it was so darn long ago!) I sit back in a comfy chair, whack up the volume on my rather funky and incredibly expensive Hi-Fi and delve in to a 'Tru-Video' adventure...

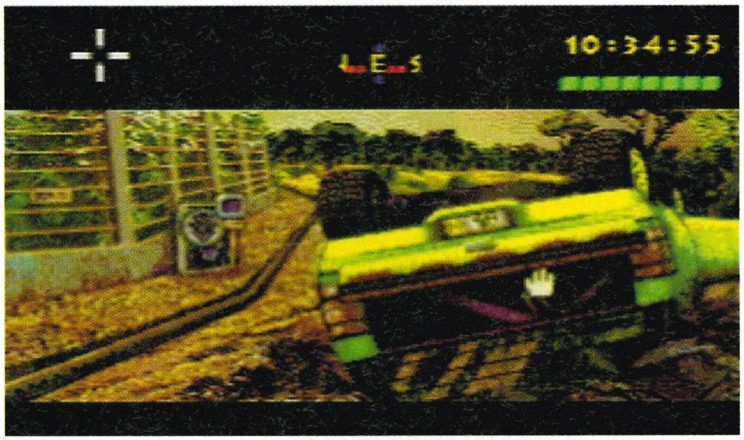


▲ If you move the cursor over an object that can be picked up the cursor will change in to this hand icon

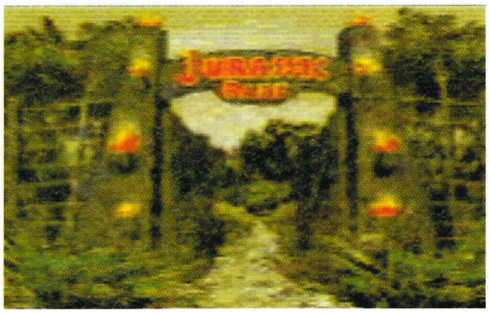
PREHISTORIC GAMEPLAY?

As with both the Mega Drive cartridge and the Super Nintendo version of Jurassic Park, this CD adaptation of perhaps THE biggest movie of the decade fails to mimic the film's plot. Yeah okay so the game's situated in Jurassic Park itself but the gamer isn't faced with an 'escape from the clutches of the park's dinosaurs and ultimately, off the island with you knickers still unsoiled' type affair. Instead, you are thrust into a scientific adventure whereby you are burdened with a hefty mission to escape from the island with egg samples from each of the park's prehistoric species before one of the dinosaurs succumbs to its hunger pangs.

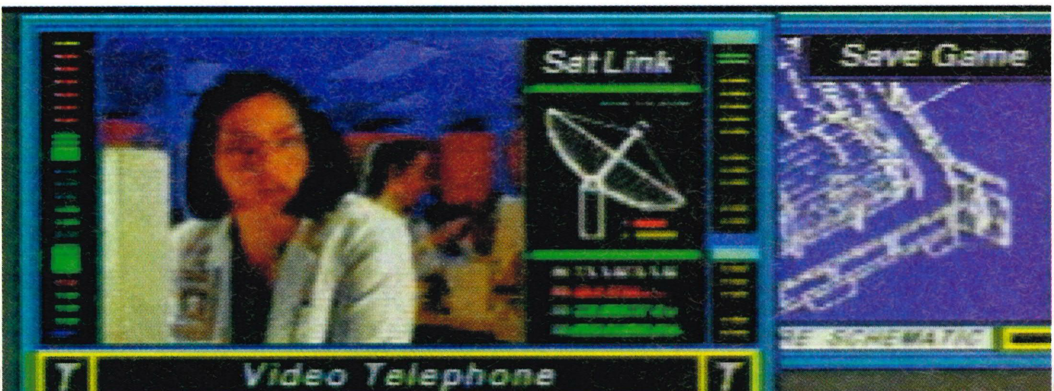
The game takes on a first person player perspective allowing the gamer to wander through the park's various locations hunting for the egg samples with considerable realism. It is up to the player to find all of the eggs required within a twelve hour time limit which incidentally, ticks steadily down in real-time. At first I was quite dubious as to how many hours of gameplay Sega were advertising here, after paying nearly 50 smackers you'd expect something a little more than a pathetic 12 hours of potential playing time. However, as you envelop yourself with the unfolding adventure it soon becomes apparent that you will need more than one attempt at JP before you will manage to finish this within the allotted time.



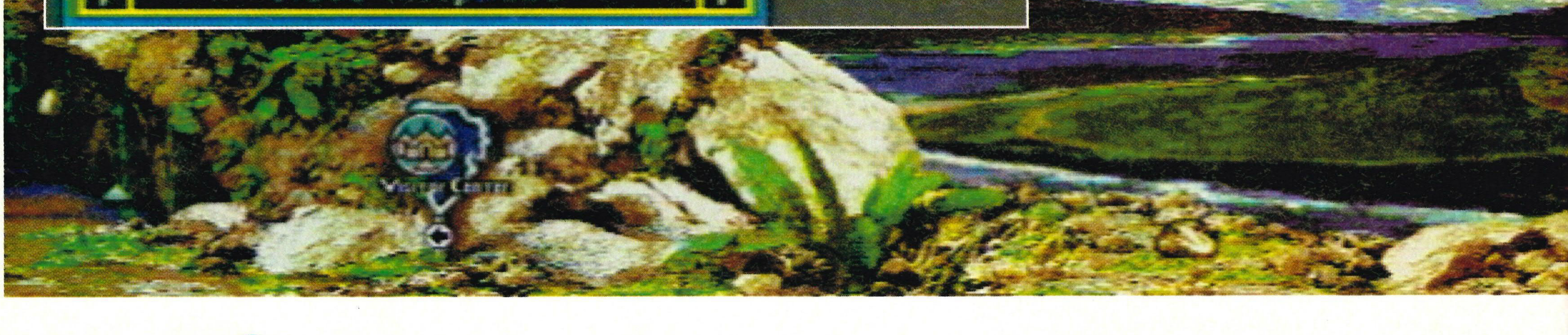
▲ Jeep for sale: One not so careful lady owner - some scratch marks, could do with a respray



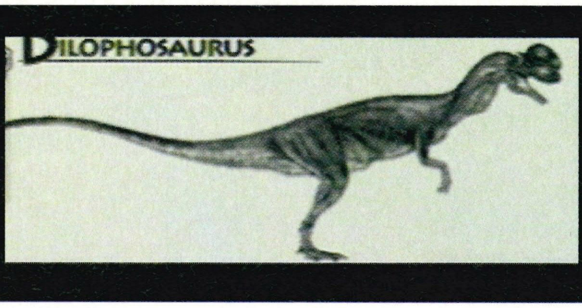
▲ Thankyou for staying at Jurassic Park. Please ensure that you have all your limbs with you and try not to drop entrails on the carpet



◀ Hello, you're through to the pet problem help line. How can I help you...



PARK CD



MAJOR TOM TO GROUND CONTROL

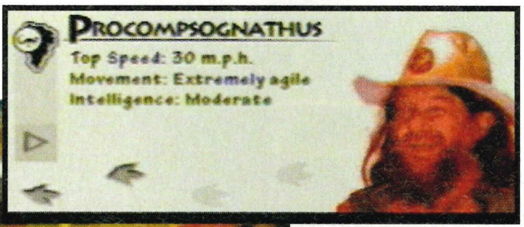
The control system is reminiscent of a LucasArts adventure with simple cursor commands governing movements and object utilisation - this feature makes the game instantly accessible. You can interact with the dinosaurs (no, not discussing Einstein's theory of relativity over tea and crumpets you nit-wit, but by shooting at them with various weapons picked up from around the park!) but as far as dialogue goes the game is devoid of intimate character interaction and therefore speech commands are absent from the play screen.

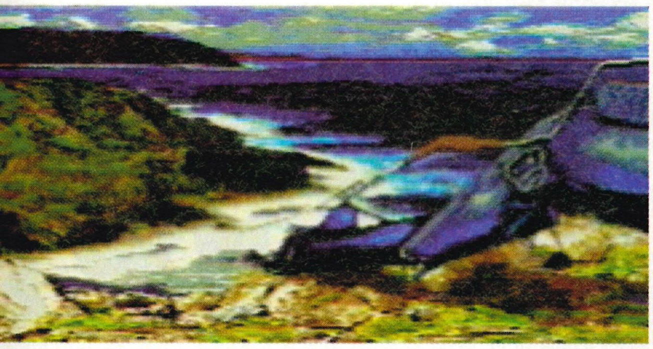
There are numerous 'main' destinations that can be visited such as the Visitor Centre, the Tyrannosaur pen and the beach, each of which is linked by roads and narrow tracks. When scanning the cursor across the screen it will change to a small arrow if a route or new location is available. Likewise, the cursor also metamorphosis's in to a magnifying glass if an object can be examined, a hand if something can be picked up, and a small green cross-hair to indicate that another item is needed to activate this object.

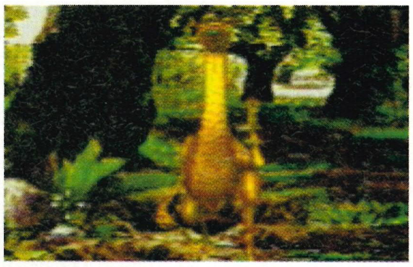
The inclusion of such a friendly control mechanism makes JP easy to play. You are saved from enduring masses of faffing around with menus and control panels, instead you simply decide to do something and then carry it through using one of the joypad's three buttons.

YOU SPIN ME RIGHT ROUND BABY...

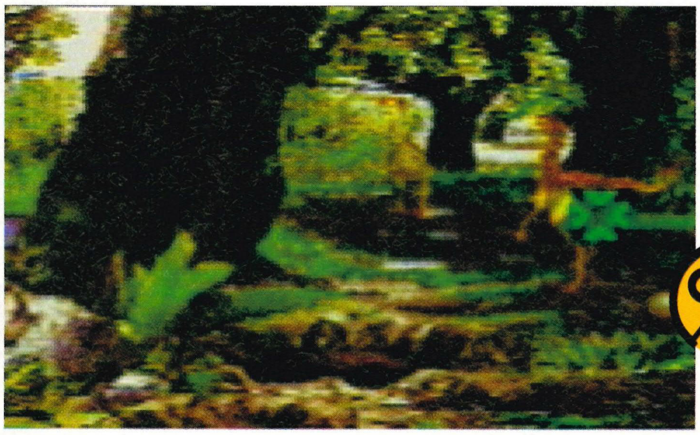
Because you view the game through a first person perspective you can examine the surrounding area by rotating your character through 360 degrees. On the sections where digitised graphics hasn't been used the screen smoothly scrolls left or right until you make a full circle. However, on the sections where digitised footage is evident more often than not the screens flick from one to the other to save memory - the update is quite slow though. But on one or two occasions there are some excellently realistic sequences that allow the player to wander around the digitised locations with surprising speed and fluidity.


PROCOMPSOGNATHUS
Top Speed: 30 m.p.h.
Movement: Extremely agile
Intelligence: Moderate





▲ **Hello my name's Crystal and I want to travel, help children and old people**



▲ **It is important to find a gun as early in the game as possible - you'll need it to protect yourself from the dinos**

THE MTV AWARDS

Graphically, and considering this is a CD game, there's not much that would get you as excited as an afternoon with Miss Whiplash. Although the digitised locations are superb, the majority of the graphics are relatively grainy, while the representations of some dinosaurs and laughably poor. Throughout the game there are also various Full Motion Video (FMV) sequences that kick in to force namely when you move between locations and when you call up one of the park's dino information terminals. Some eccentric paleontologist with a family of ferrets stuck to his face consequently rambles on about the various dino's and their redeeming features, with surprising clarity in both the graphics and the speech.

CUE SOUND

All the audio effects in JP bursts forth from the heaving bosom of the inimitable Q-Sound. In this, the sound quality really can't be faulted - the speech is clear, the music haunting and the effects are as real as they come (apart from the dinosaur roars for obvious reasons!)

But that's where it sadly ends. Although the game is intuitive and relatively absorbing the continual repetition of the gameplay becomes about as boring as a Radio 4 DJ. There are no real puzzles to solve as such and the mindless wandering between locations gave me brain ache.

THE SECOND OPINION

JULIAN CONNOLLY

I'm not one of those people like Allie who find most adventure games instantly accessible. Even Monkey Island failed to grip me by any tender parts, so trying to get on with JP CD was a real pain. There's nothing that captivates you and after about an hour I was bored to tears. The graphics are excellent in places though and the 360 degree player rotation speeds up the play a little. This definitely won't go down in history as one of the most memorable adventure games!

% RATINGS

REFLEXES
STRATEGY
CHALLENGE
THOUGHT

PRESENTATION 73%
The lack of an intro and better in-game play screen is sloppy

GRAPHICS 88%
Most screens are flat and grainy. FMV and digitised footage is excellent

SOUND 94%
The Q-Sound is atmospheric and sound effects are true to life

SHORT TERM PLAY 85%
Instantly accessible with intuitive control system

LONG TERM PLAY 78%
Too repetitive. Lacks any real involvement

OVERALL 79
Enjoyable with great FMV effects but lacks real depth

NOW YOU CAN PLAY THE MOST
EXCITING ARCADE GAME OF THE
YEAR IN YOUR OWN HOME.
*ORIGINAL GUN ACCESSORY INCLUDED IN GAME PAK.
LET
ENFO
1P 000042
CREDIT 01
2P 000045
CHINATOWN
RELOAD
YOUR GUN
1P 000000
CREDIT 05
2P 000000
PRESS START
1P 000000
CREDIT 05
2P 000000
PRESS START
LETHAL ENFORCERS
KONAMI
*
KO

CHINN RESTAURANT
HAL
RCERS

REALISTIC **COPS-ON-THE-STREET** ACTION SO INTENSE YOU'LL WONDER WHERE YOUR PAY CHECK IS AT THE END OF THE WEEK! TEST YOUR SHOOTING SKILLS AGAINST THE MOST DANGEROUS CRIMINALS IN TOWN, IN A FAST MOVING, MULTI-STAGE BATTLE FOR JUSTICE.

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

MEGA-CD

SEGA
MEGA DRIVE

NAMI

KONAMI (UK) LIMITED TELEVISION HOUSE 269 FIELD END ROAD EASTCOTE MIDDLESEX HA4 9LS

MEGADRIVE REVIEW

Awesome Possum

BY: TENGEN

8-MEG

STYLE

PLATFORM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

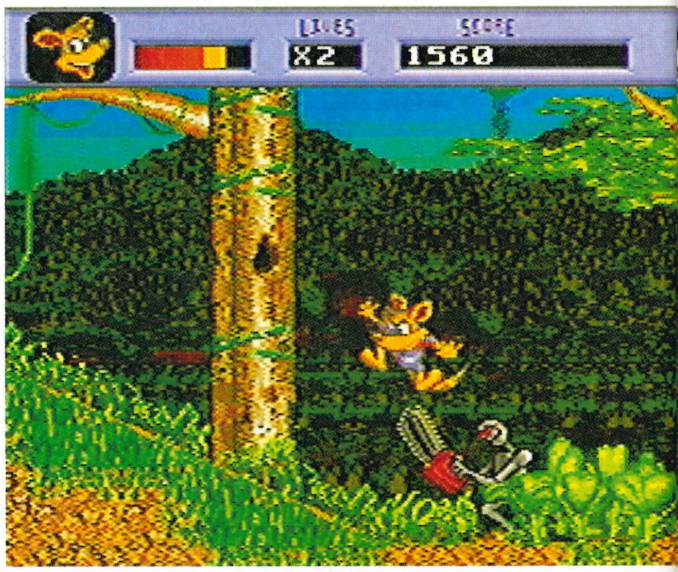
RELEASE DATE OUT NOW

Ever popular with members of the animal kingdom, or so he tells us, JULIAN CONNOLLY goes nose to snout with a marsupial, just like any other Saturday night really

AWESOME P

The world is dying, ecologically speaking that is, but it is absolutely nothing to with each individual's carelessness compounded by the others'. Oh no, it is all down to the evil Dr Machino and his robot eco-destroyers. He is actually single-handedly responsible for the destruction and corruption of the earth's flora and fauna. Nothing to do with CFCs or huge oil tankers or anything.

The only person to have realised this is a Possum – that's right, one of those antipodean things. He's decided to save the world by simply running through roller-coaster-style levels, collecting all the rubbish that Dr Machino has callously dropped and rolling himself into a ball to wipe out the nasty robots who are cutting down the trees, or whatever. Some may of course argue that picking an animal whose idea of aggression is to pretend to be dead may not be the best idea that Tengen has ever come up with.



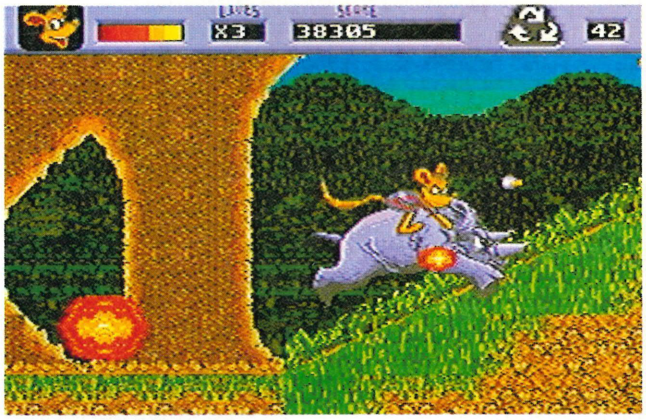
Time to test your knowledge af all things Environmental, the answer to this one is really quite remarkable

DEJA VU

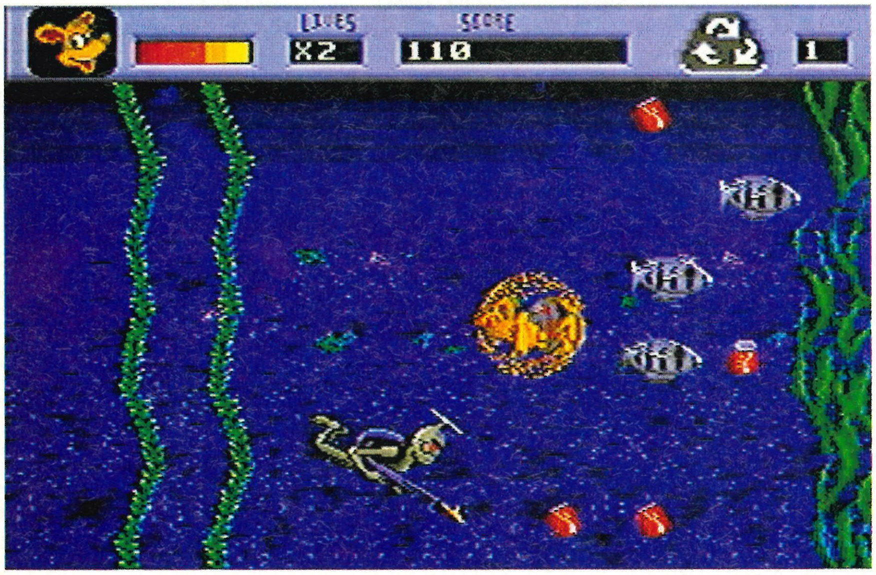
Awesome Possum certainly won't be accused of rampant originality, but it may well be accused of, erm, paying homage to a certain well-known blue hedgehog. The levels' designs are the first aspect of the game that reek of Sonic. Your fast-moving Possum has to run left to right, up and down ramps at reasonably high speeds, leaping to collect the rubbish that is handily deposited in mid-air. There is often more than one route through a level, with the second route generally being lower, flatter, but more tricky than the first.

Each of the four Zones also has its own contextually appropriate equivalent of the springs seen in Sonic. For example, the rain forest features bongo drums which will thrust you skywards (or whichever way they happen to be pointing) with gay abandon. To cap it all, the end of each level even has a banner which Possum has to break to signify completion.

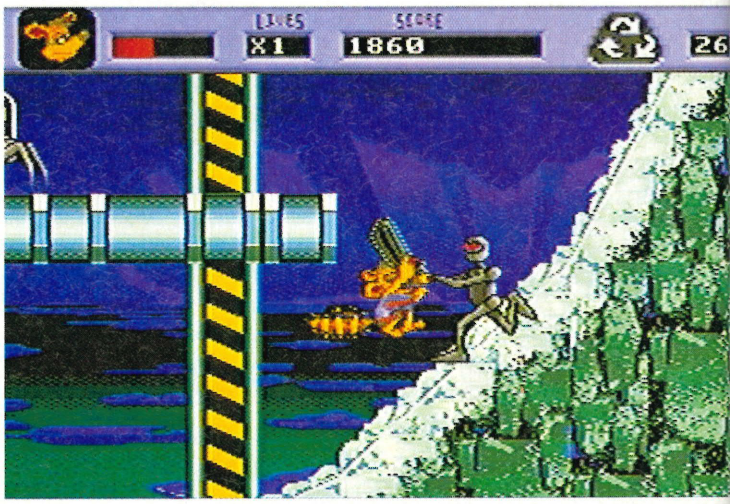
Collect enough rubbish by this point and it is on to an enemy-free bonus level, where you get the chance to collect more rubbish.



You never saw the Lone Ranger on something like this did you? Whether this sort of co-operation takes place in the real world is another question



Through a cunning use of ballast and fresh water these Coke cans float at different levels in the water



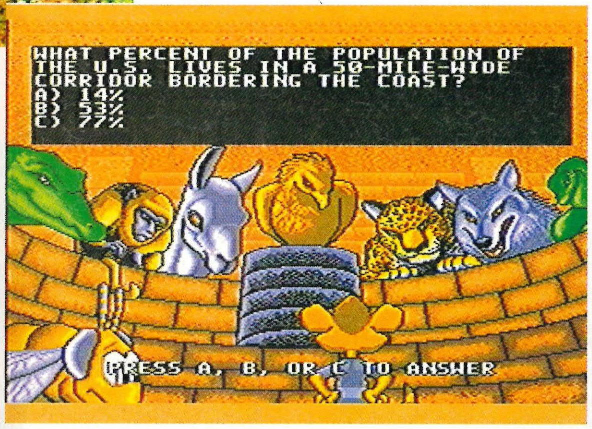
OSSUM KICKS DR MACHINO'S BUTT

Going bum-first onto a chainsaw is not a fate I'd wish onto anybody

ROBBY THE ROBOT

Enemies come in whichever shape and size fits their environment, but they are all robots. Robots with chain-saws in the forest, mechanical electric eels underwater – you get the gist. The only way to get rid of them is, you've guessed it, to spin onto them from above. For the most part, spinning isn't the normal mode for a fast-moving Possum – using some kind of second sight he only breaks into a spin when there is an enemy below. Some of the bigger robots take more than one hit to get rid of. A pick-up is available to make him spin whenever he jumps, making things a little easier.

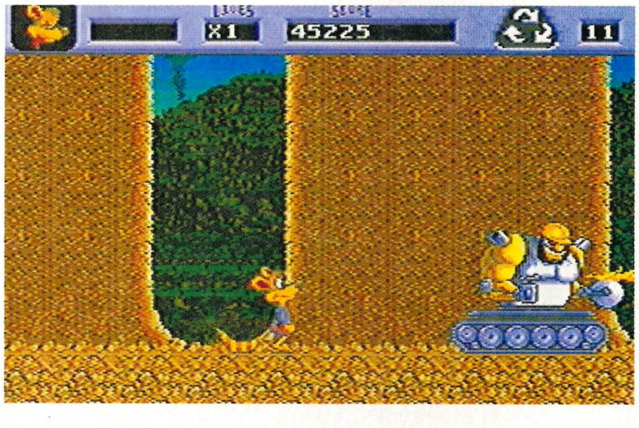
Pick-ups are are also to hand to make his jumps bigger, improve his health and the like. There is even a very natty set of red boots to make him run faster. What a coincidence! A health pick-up restores Possum's energy gauge to full, but the most effective way of doing this is to collect 50 pieces of rubbish. For every fifty, he gets an extra life and a replenished health gauge. This system often results in Possum scratching around all over the level trying to find the fiftieth piece of rubbish before some git comes along and takes his last bit of energy. This does at least create a modicum of tension.



WHAT PERCENT OF THE POPULATION OF THE U.S. LIVES IN A 50-MILE-WIDE CORRIDOR BORDERING THE COAST?
A) 14%
B) 53%
C) 77%

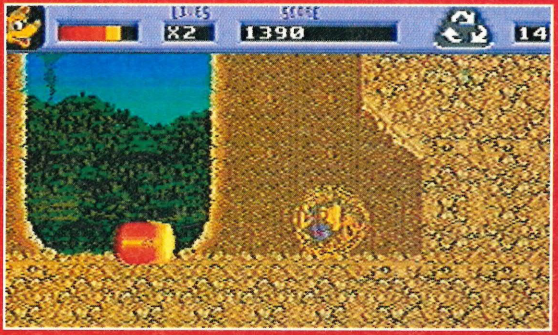
PRESS A, B, OR C TO ANSWER

Checkpoints mean that he won't have to go back to the beginning of the level should he croak, but extra life pick-ups are scarce, meaning the best way to keep going is to become possibly the most efficient 'bin-man this world has ever seen and track down every bit of rubbish you can find. Situations occasionally arise where you've got a lot of energy and, say 49 pieces collected. In this case it is often best to use some energy to beat-up a few enemies and then collect the fiftieth piece when things get a bit sticky. It sounds strategic but, well, it isn't.

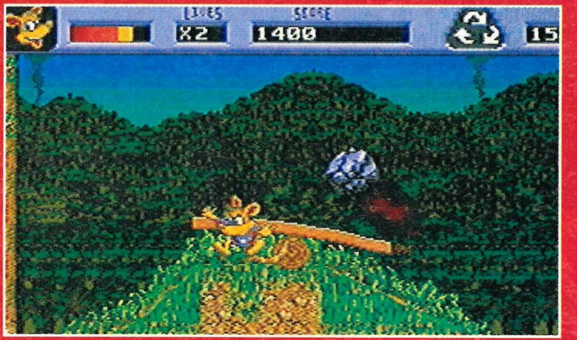


The Arctic and what do we find? Penguins? Nope, a rat

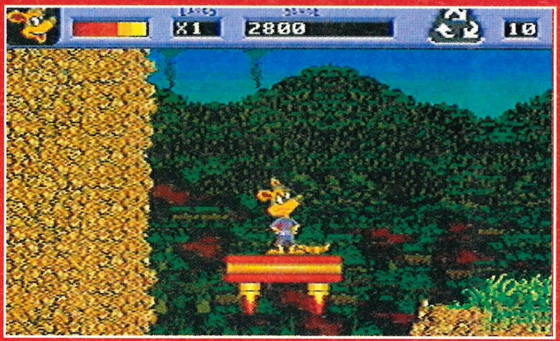
HEDGEHOG-ESQUE?



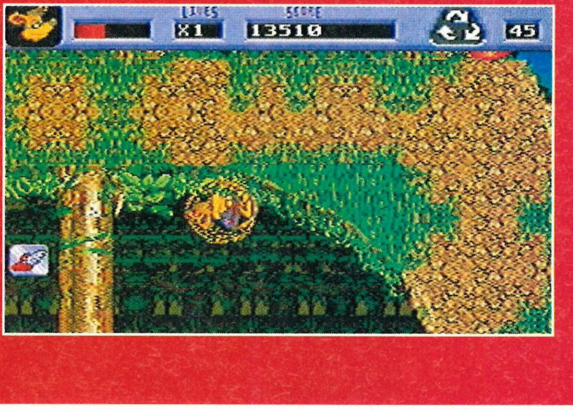
Sonic"s springs have been re-styled as bongos to fling Possum around...



...The already familiar see-saw makes an appearance...



...as does another Sonic fave the rocket-powered lifts...

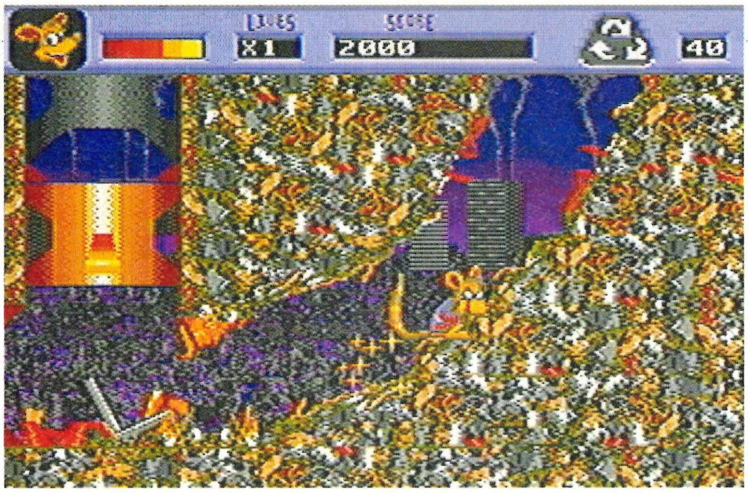


...and does spinning through a loop look at all familiar? And clock the red boots pick-up

SORRY, I DIDN'T CATCH THAT

So far I haven't mentioned what Tengen reckons will be Possum's main selling point – the 80 or so little bits of speech that pop-up every now and then in the game. Now for an inhabitant of the antipodes, our hero has developed a very north Atlantic accent. It's that kind of loud, whining drawl that game programmers in America seem to think sounds cool, irreverent and somehow hip. This speech consists of little more than variations on "Wow, what a fall" and "Hey, back off fella" but somehow they've got 80 of them. Sensibly someone realised that all this could get a little annoying after a (very short) while, so there are four verbosity settings, my own personal favourite of which was "Off". To be fair, the speech is the best aspect of the game, even the horrifying accent is clear and easily understandable.

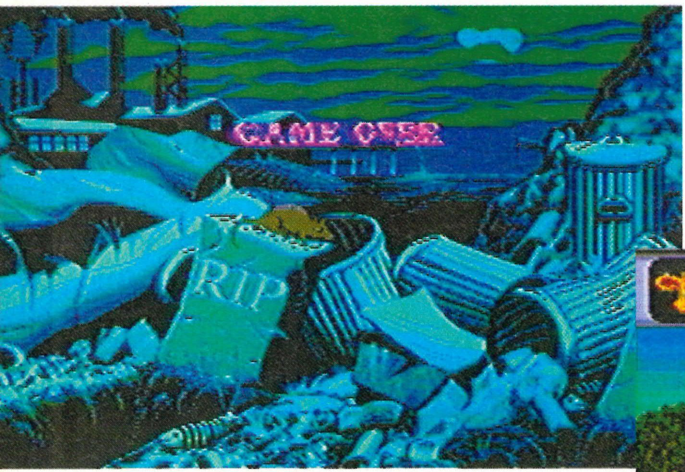
The worst part of the game, aside form the dull and derivative gameplay, has to be the scrolling. They've got Possum haring about at all sorts of crazy speeds, but they haven't managed to get the scrolling to keep up. The backgrounds are awful anyway, but they judder and jolt along like and rusty old school bus. Not what you'd expect from programmers at the beginning of 1994.

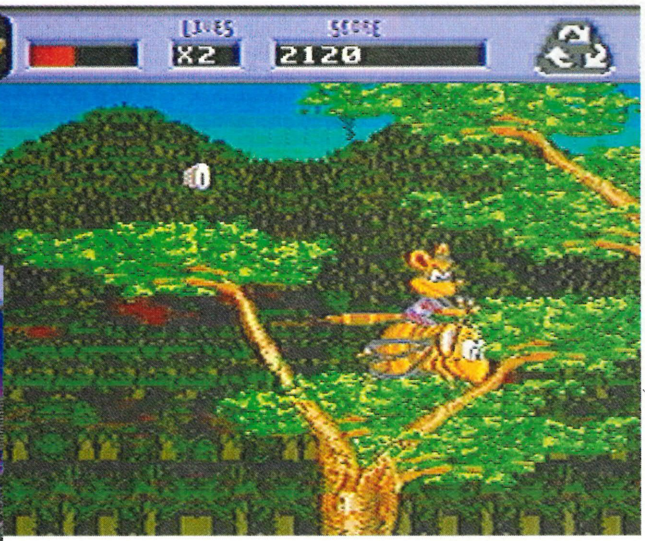


◀ **Why does the arch-villain live on a rubbish tip?**

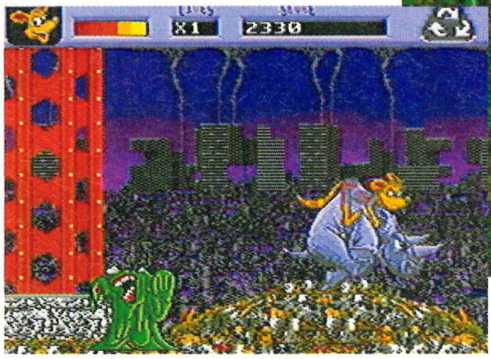
RHINO RAIDERS

There are a couple of moments of originality, most notable of which is the way that Possum bumps into helpful animals along his travels. There are four of these – a rhino, a bee, an albatross and a manta ray. Whenever Possum is aboard these he is invulnerable and can happily steer into any of the robotic renegades with impunity and watch them disappear in a puff of smoke. Less useful however are the multiple-choice questions that appear at the end of each level. Drawn from a database of 300, these are all based on environmental themes. Get it right and you get a bonus of 10,000 points, get it wrong it tells you the right answer and off you go to the next level.





▲ **A huge Bee gives Possum a lift to somewhere, quite where I don't actually care**

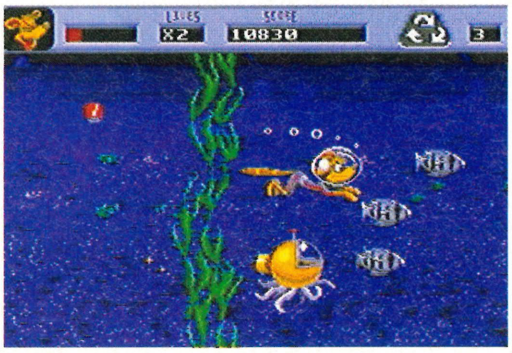


▶ **Possum mounts the Rhino for one more ride**

OH DEAR

None of this is enough to pull Awesome Possum up by its bootstraps, slap it in the face and convince it that it should be a good game. It lacks anything that could make it worth playing for any great period of time, but the most damming feature is that 90 per cent of it has been seen before and been done much better elsewhere.

Running, jumping and collecting just isn't enough anymore.



THE SECOND OPINION

ALLIE WEST

When you've got such a good game as Sonic it's pretty darn obvious that other developers will try and copy the formula. This is clearly what has happened here. Sadly though, after slaving over a hot Bunsen burner in a sulphur-smelling laboratory, Tengen failed to find the correct formula needed to make Awesome Possum a decent game. It's fast, but the scrolling is jerky. It's bright, but the colours are too few. It's playable, but fails to evoke any real emotion. Redeeming features? Well, the speech is quite funky.

% RATINGS

REFLEXES STRATEGY

CHALLENGE THOUGHT

PRESENTATION	45%	OK intro tune but the lo-cost food at Kwik-Save is better presented
GRAPHICS	65%	Sloppy in places and some of the worst scrolling I've seen in a long time
SOUND	78%	The speech is of a good quality, but it starts to irritate after a while
SHORT TERM PLAY	54%	Vaguely intriguing as you hope that it might get better
LONG TERM PLAY	34%	It doesn't. If you're going to rehash an old idea, you could do it well
OVERALL	49	A Sonic clone that doesn't even come close to emulating the speed and excitement of Sega's mascot

Micro Active computers

MAIL ORDER HOTLINE
081 981 9080

Opening Hours
Mon-Fri 9:30 - 6:00pm
Sat 9:30 - 4:00pm

ALL PRICES INCLUDE DELIVERY
MAINLAND UK

MEGADRIVE II + ALADDIN
£114.95 UK VERSION

GAME GEAR+ COLUMNS
£74.50 UK VERSION

OTHER PACKS AVAILABLE - PLEASE CALL

ACTIVE DEAL 2 FOR THE PRICE OF 1

DOUBLE PACK OFFERS	COMBINED RRP	OUR PRICE	DOUBLE PACK OFFERS	COMBINED RRP	OUR PRICE
Alien 3 Predator 2	79.98	35.99	Corporation Aquatic Games	74.98	35.99
Wrestlemania Powermonger	77.98	35.99	LHX Chopper Attack Shadow of the Beast	59.98	31.99
Back to the Future III Batman Returns	77.98	35.99			
Sonic I Robocod - James Pond II	74.98	35.99	Batman Terminator	74.98	31.99

Every 5th order received gets £3 off — thats Guaranteed

MEGADRIVE SOFTWARE

Aladdin	40.95	Landstalker	49.95	Sonic Spinball	37.50
B.O.B	37.50	Last Action Hero	34.95	Sonic CD	37.50
Bubsy The Bobcat	33.50	Lemmings	34.95	Streetfighter II	49.95
Chuck Rock 2	37.50	Madden NFL 94	41.50	Super Kick Off	37.50
Cliffhanger	34.95	Mazin Wars	34.95	T2 Judgement Day	34.95
Cool Spot	36.50	Mega Lo Mania	37.50	Tiny Toons	34.50
Cosmic Spacehead	34.95	Micro Machines	31.00	Thunderhawk CD	Call
Desert Strike	31.50	Mortal Kombat	41.95	Ultimate Soccer	37.50
EA Soccer	37.50	NHL Hockey 94	37.50	Winter Olympics	41.50
Ecco The Dolphin	33.50	Populous 2	38.50	Wiz & Liz	34.95
F15 Strike Eagle II	37.50	Ranger X	37.50	WWF Royal Rumble	41.95
Flashback	36.50	Robo v Terminator	41.50	Zombies	37.50
F1 Racing	41.50	Sensible Soccer	34.95	Zool	37.50
Gauntlet 4	37.50	Shining Force	41.95		
Golden Axe III	34.95	Shinobi III	37.50		
James Pond 3	37.50	Silpheed CD	Call		
Jungle Strike	37.50	Snake Rattle & Roll	37.50		
Jurassic Park	39.95				

Many more games available including CD titles, please call

Please make cheques/P.O's payable to MICRO ACTIVE and send with order to:
Micro Active, Bow House Business Centre,
153-159 Bow Road, London E3 2SE

All orders despatched on cheques clearance subject to availability. Prices correct at time of going to press may change without notice. Please call to confirm

---

DIAL-A-TIP

HINTS N TIPS N CHEATS N POKES

• THE ORIGINAL AND THE BEST •

ALL SYSTEMS CHEATLINE
(SAY 'YES' FOR SEGA)
0891 445 937

SEGA CHEATS 'N' TIPS	0891 445 770
CONSOLES CHEATS 'N' TIPS	0891 445 772
CONSOLE HOTLINE	0891 445 771
NINTENDO CHEATS 'N' TIPS	0891 445 769
MEGA LINE (M/D & MCD)	0891 445 787
LAST WEEK'S CHEATS	0891 101 235
ULTIMATE QUEST (COMPETITION)	0891 445 938

ALL CHEAT LINES UPDATES WEEKLY / INTERACTIVE GAMES SOLUTIONS

SONIC 1 2 & 3	0891 445 941
CHUCK ROCK 2 (SON OF CHUCK)	0891 445 942
DESERT STRIKE / JUNGLE STRIKE	0891 445 957
STREETFIGHTER 2, (inc Turbo Ed)	0891 445 940
SHADOW OF THE BEAST 1 2 &3	0891 445 943
MORTAL KOMBAT	0891 445 987

FOR INFO ON HOW TO GET FREE MEMBERSHIP TO OUR CHEAT CLUB
DIAL 0891 445 939

IF YOU'RE STUCK IN A GAME CALL OUR QUESTIONS & ANSWERS LINE
DIAL 0891 445 768

GUIDING LIGHT COMPUTER SERVICES LTD, P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW
For full competition rules send s.a.e. Calls cost 36p a min on 'cheap rate' and 48p a min at all other times. Please get permission if you don't pay the bill. Maximum call charge £3.60

BUY 2 GET P&P FREE

System Game

JOIN SYSTEM GAME FOR ONLY £5
SAVE £'S & £'S ON FUTURE PURCHASES
FOR A WHOLE YEAR!!
PHONE FOR DETAILS

Access

VISA

TELESALES

TEL: (0326) 565121 / OPEN 9AM-9PM Mon to Sat

NEW RELEASES MEGADRIVE

Cliffhanger	£34.99
Dino Rider	£34.99
Dragons Revenge	£38.99
Dr Robotnik Mach'	£34.99
Eternal Champions	£53.99
Greatest Heavyw'ts	£43.99
Gunship	£38.99
Incred Crash Dummy	£36.99
Lethal Inforcers	£54.99
Lotus 2Ultimate	£38.99
F117 Night Storm	£38.99
Pete	£33.99
Spiderman: Arcade Rev'	£35.99
Toe Jam & Earl 2	£43.99
Visionary	£38.99
Unnecessary Roughness	£33.99
Winter Olympics	£43.99
Brett Hull	£38.99
Castlevania	£38.99
Young Indy	£38.99
Zombies	£33.99

OTHER TITLES – MEGADRIVE

Addams Family	£35.99
Aladdin	£41.99
Asterix	£41.99
Bubsy	£29.99
Bulls vs Biazers	£28.99
Castle of illusion	£27.50
Chuck Rock 2	£38.99
Cool Spot	£33.99
Davis Cup Tennis	£38.99
Desert Strike	£34.99
Dune	£33.99
EA (FIFA) Soccer	£37.99
Ecco	£28.99
Flashback	£38.99
FIS Strike Eagle II	£38.99
Formula One	£42.50
Hook	£34.99
James Pond 3	£38.99
Jungle Strike	£34.99
Jurassic Park	£39.99
Last Action Hero	£34.99
Lotus Turbo Challenge	£24.99
Mega-Lo Mania	£38.99
Micro Machines	£30.99
Mig 29	£38.99
Mortal Kombat	£39.99
NHL Hockey '94	£38.99
PGA Tour Golf 2	£34.99
Populous 2	£28.99
Ranger 'X'	£36.99
Robocop vs Terminator	£43.99
Rocket knight	338.99
Sensible Soccer	333.99
Sonic Spinball	£38.99
Street Fighter 2	£49.99
ting Toons	£29.99
Ultimate Soccer	£38.99
Universal Soldier	£16.99
Virtual Pinball	338.99
WWF -Royal rumble	£44,99
Young Indy	£38.99
Zero Wing	£14.99
Zool	£37.99

C.D GAMES

Batman Returns	£38.99
Dune	£35.49
Ecco The Dolphim	£35.49
Final Fight	£33.99
Jaguar XJ220	£38.99
Lethal Inforcers	£46.99
Night Trap	£43.99
Road Avenger	£33.99
Silp Heed	£38.99
Sonic C.D.	£35.49
Thunderhawk	£35.49

BUDGET TITLES MEGADRIVE

Crack Down	£17.99
Hellfire	£17.99
Spiderman	£17.99
Super Hand On	£17.99
Zero Wing	£17.99
Atomic Runner	£19.49
Bio Hazard Battle	£19.49
Buck Rogers	£19.49
Corporation	£19.49
Decap Attack	£19.49
Ghouis and Ghosts	£19.49
John Maddern '(2	£19.49
Marble Madness	£19.49
Sonic	£19.49
SpeedBall 2	£19.49
Streets of Rage	£19.49
Terminator	£19.49
Thunder Force 2	£19.49
Another World	£21.99
Battle Toads	£21.99
Chakan	£21.99
D. Robinson	£21.99
Basketball	£21.99
Dragons Fury	£21.99
James Pond	£21.99
Joe Montana	£21.99
Football 93	£21.99
KiD Chameleon	£21.99
Lemmings	£21.99
NHLPA Hockey '93	£21.99
Phantasy Star	£21.99
Power Monger	£21.99
Road Rash	£21.99
Road Rash 2	£21.99
Super Kick Off	£21.99
Sword Of Vermillion	£21.99
Thunder Force 4	£21.99
Mig 29	£25.49
X- Men	£25.49

Send orders to:- SYSTEM GAME, 11 Kestral Close. Shute Lane, Porthleven, Cornwall TR13 9DU
Please make cheques/postal orders payable to System Game. UK postage add £1 per game. 2 or more games free P&P. £3.50 to £5.00 per hardware item. All games supplied to avaliability. Prices subject to change without notice. Prices include VAT.

MEGADRIVE REVIEW

THE XVII OLYMPIC WINTER GAMES LILLEHAMMER 1994

BY: US GOLD

US GOLD PRESENTS

16 MEG

STYLE

SPORTS SIM

PRICE £49.99

PLAYERS 1-4

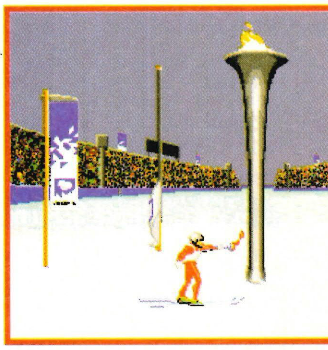
SKILL SETTINGS 3

RELEASE DATE OUT NOW

MARK HOLMES is a reindeer-eating, petrol-swilling kind of a guy, so he was the obvious choice to review US Gold's new Norway-based winter sports grueller.

WINTER

Norway, a long Scandinavian country just to the left of Sweden – it's bigger than Britain, but it's inhabited by a mere four million people (and sixty million pine trees). The inhabitants eat large platefuls of steaming reindeer pie and drink petrol to keep themselves warm during the long, cold, dark winter months. But those long, cold, dark winter months come in handy when it comes to staging winter sports such as skiing, skating, bobsleighing and all that kind of stuff. In fact, the XVII Olympic Winter Games are about to be held in Lillehammer, Norway, this February, and US Gold have picked up the license to produce the official game of the er, Games. So now you can take part in the Winter Olympics in the comfort of your own home, without any danger of getting chilblains or frostbite. Great. Or is it?



SLALOM

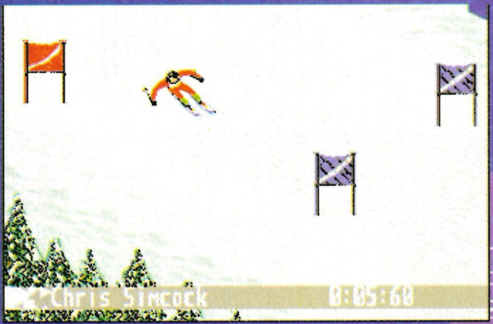
The shortest of all the alpine skiing events, the slalom is a snakey twist 'n' turn job – you have to guide your skier through the gates, which are positioned to give many changes of direction. This is a two-run event, the winner being the skier with the fastest aggregate time after the runs down the two different courses.

GIANT SLALOM

Like the Slalom, but bigger.

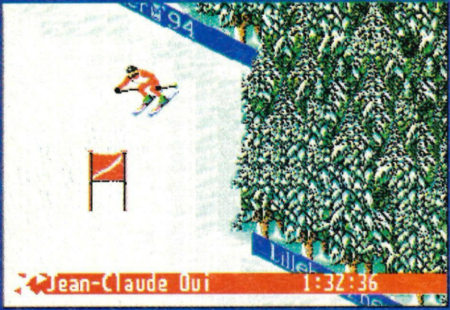
DOWNHILL

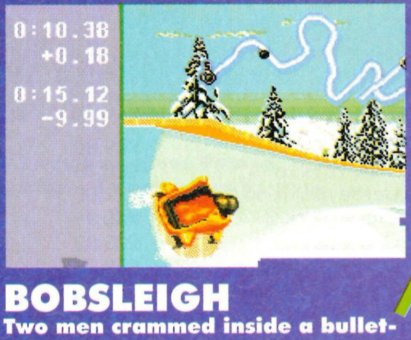
This test of how fast the skier can hurtle down a designed-for-speed mountainside course is a case of 'all or nothing' – you only get one run in your attempt to be the fastest to the finishing line – and if you miss any of the 'gates', it's instant disqualification. Three different types of control are on offer (as in all the skiing events), all of which use the D-Pad to steer your skier. Unfortunately, the isometric perspective gives very little sensation of speed, and the lack of instant response makes it difficult to judge your turns, resulting in many a frustrating fall or disqualification.

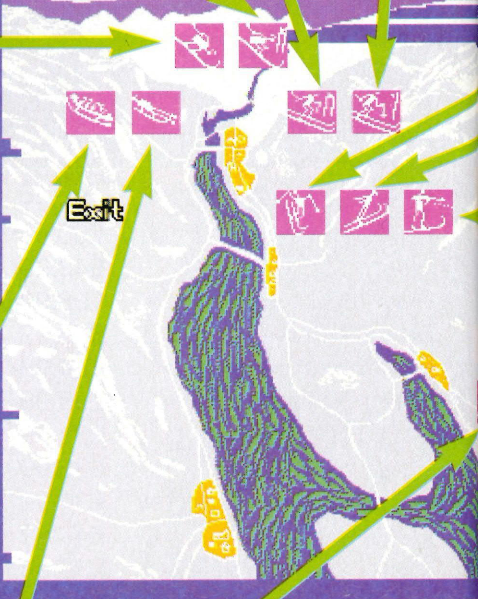


SUPER G

Like the Giant Slalom, but even bigger.

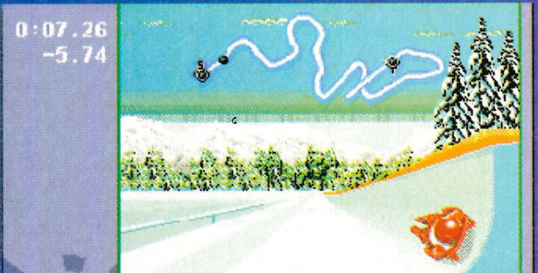






BOBSLEIGH

Two men crammed inside a bullet-shaped vehicle on metal runners hurtling down a mile-long, banked and twisting track at over 100 kilometres per hour – sounds exciting, doesn't it? And believe me, it is – I've been down that very track – but sadly this into-the-screen representation just isn't fast enough to make it as thrilling as it should be.

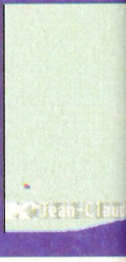


LUGE

This should be even more of a blast – one chap on a tiny sledge zooming down the bobsleigh track feet-first. But unfortunately it suffers from the same lack of speed and thrill-power as the bobsleigh event.

SPEED SKATING

A button-bashing race while on skates round an oval ice. Poor control, and boredom sets in very quickly.

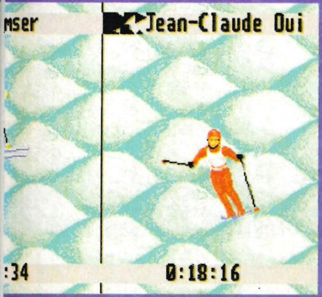


OLYMPICS

Lillehammer '94
Downhill
13.02.94
Kvitfjell

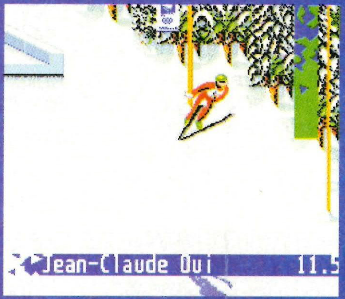
GOING FOR GOLD

You can choose to enter the full Olympics, in which you compete in all ten events, or opt for the Mini-Olympics, which allows you to leave out the events you don't want to take part in (although you won't get the opening and closing ceremonies seen at either end of the full Olympics). A practice option is also available for those who need it. Here's a rundown of the events on offer...



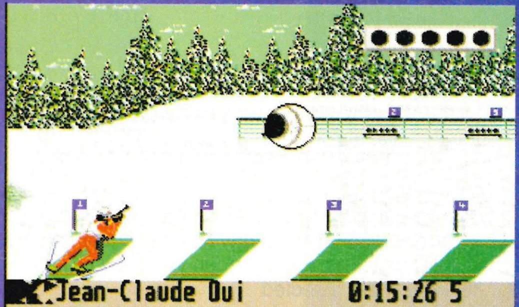
FREESTYLE MOGULS

This event involves skiing down a steep slope made out of lumps of hard snow (moguls). The idea is to use the D-Pad to get a rhythm going, which makes your competitor speed up. When you've achieved sufficient speed, you'll be able to pull off a jump – you have to pull off two obligatory jumps, and points are awarded for technique, jump performance and time. The jumps are difficult to pull off without wiping your skier out, and when you do pull them off they're not exactly spectacular, making this one of the least satisfying events to play.



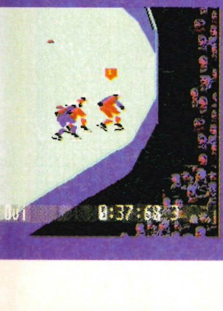
SKI JUMPING

Designed for crazed bird-men with death wishes, this sport involves a skier rushing down a slope, leaping from a take-off point about 100 meters above the bottom of a hill, and hopefully landing in one piece at the bottom. This is one of the best interpretations out of the ten events on the cart, because it gives a good feeling of controlling your jumper against the wind. On the descent, the idea is to keep a pointer in the middle of a couple of overlaid skis – basically a wind meter – but you also have to time your take-off perfectly for maximum air-time and therefore maximum length. As your skier flies through the air, you have to use the D-Pad to compensate for the buffeting he's getting from the wind. Then at the bottom of the hill you have to time your landing perfectly or take an embarrassing fall in front of the spectators.



BIATHLON

Along with the ski-jump, this is one of the best-represented events on the cart. It's a sport of two parts, with cross-country skiing interspersed with rifle-shooting sections. To make good progress in the skiing sections, you have to rock the D-Pad to give your skier a good rhythm. The rifle-shooting sections involve shooting at five targets, but the area you're aiming at through the rifle sights is magnified so much that even the smallest movement of the D-Pad can send your aim off at a wild tangent. It takes a long time to hit all five targets, and there's a one minute time penalty for each target missed, so it's easier to just shoot your five shots off willy-nilly and take the penalty rather than fiddling around trying to hit the targets.



THE SECOND OPINION

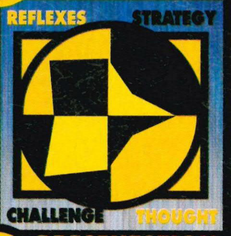
JOHNNY "JAG" McALLEICE

I`m not a big fan of this type of game. The constant button bashing and "sore finger syndrome" just puts me off. This is not to say Winter Olympics is a pile of steaming manure, no some of the events are a really good laugh such as the ski jump and the "thing" were you run around with a gun on your back and shoot at the targets. Overall this is not a game that is aimed to be played by one player. The best fun to be had with this is when this is when the girls (Or boys) come round for the evening with a wad of cans and a bottle of vodka. Much fun is to be had.

OLYMPIC CHALLENGE?

This isn't a cart designed for the serious gamehead – it's more of a 'wheel-it-out-at Christmas' job. You know, one of those button-bashing, D-Pad-waggling games that Uncle Bill or granddad might have a go at when the family's all gathered round the telly after the turkey's been demolished, so they can try out these 'new-fangled computer games'. Unfortunately, the generally dodgy control systems and the fact that most of the events need slightly more skill than random button-bashing means too much frustration and not enough entertainment. If you must get a game like this for the family to bash away at, get something like James Pond's Aquatic Games – it's simpler and a lot more fun.

% RATINGS



87% **PRESENTATION**
Smart maps of each course. Scoring for each event is faithful to Olympic standards.

75% **GRAPHICS**
Some events look smart, some barely adequate. You'd expect better from a

50% **SOUND**
Dire, dippy tunes, muted sound FX. Turn it down!

60% **SHORT TERM PLAY**
Initially frustrating, due to dodgy control. Some events are just boring.

70% **LONG TERM PLAY**
The biathlon and the ski-jump can be quite addictive... for a while.

OVERALL 65
Multi-event winter sports sim which is more frustrating than fun.

RAGE IN THE CAGE

BY: ACCLAIM

CD-ROM

STYLE

BEAT 'EM UP

PRICE £44.99

PLAYERS 2

SKILL SETTINGS 3

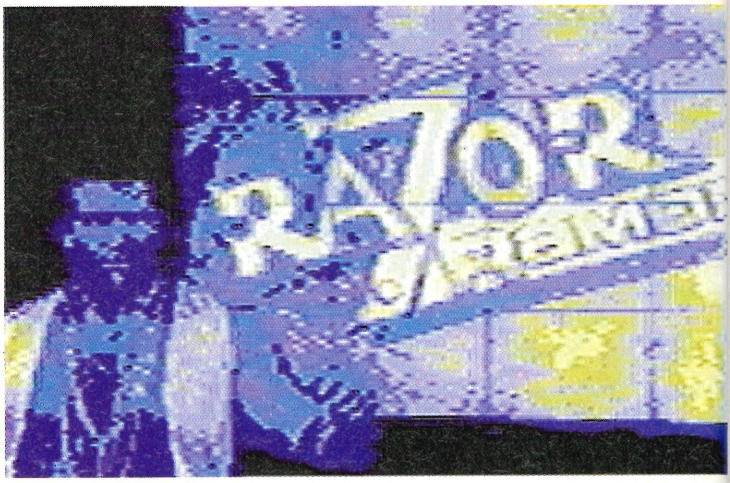
RELEASE DATE

FEB MAR

Lycra shorts, big sweaty men, and lots of steel bars. No wonder our man LLOYD HOWE demanded to play this game first. Sounds like one of his wild parties if you ask me.

WWF

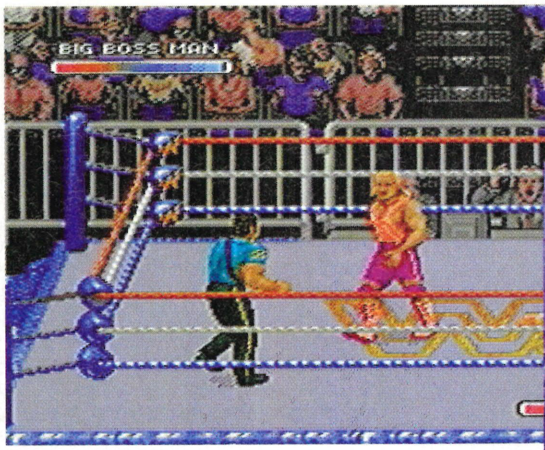
In case you hadn't already guessed, Rage in the Cage is another WWF tie in. As if there weren't enough of them already, along comes Acclaim with a new one in their hands, proudly proclaiming it to be the best yet, with all the action from the previous games and the added bonus of FMV video footage and digitised sound. Its just a shame it looks so horrendous, isn't it?



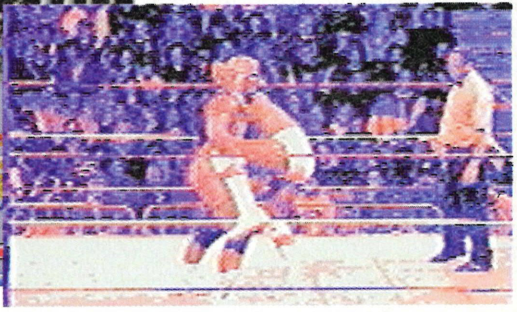
▲ **This blue splodge is in fact a digitised picturfe of Razor Ramon. So now you know**

WE'RE RAVING, WE'RE RAVING

Anyone that hasn't already played a WWF game must have been on another planet or something because they have been around for ages. The aim of the game is simple - slap the other wrestler round the face a few times and then lay on top of him until the ref proclaims you as the winner. Easy eh? Well actually it's not, for you have to face the likes of the Undertaker, Shawn Michaels, Yokozuna, Macho Man Randy Savage and a few of their peers. All of the characters have the same basic moves like slaps, drop kicks, bodyslams and suplexes, but each person has their own special move that would send any mortal man, or indeed woman, to hospital for an extended vacation. Now you can experience the pain and humiliation as the Undertaker does his tombstone, or when you get hit by Ted Dibiase's Million Dollar Dream. With 20 wrestlers each with their own special moves, there's an awful lot of hurt in this game

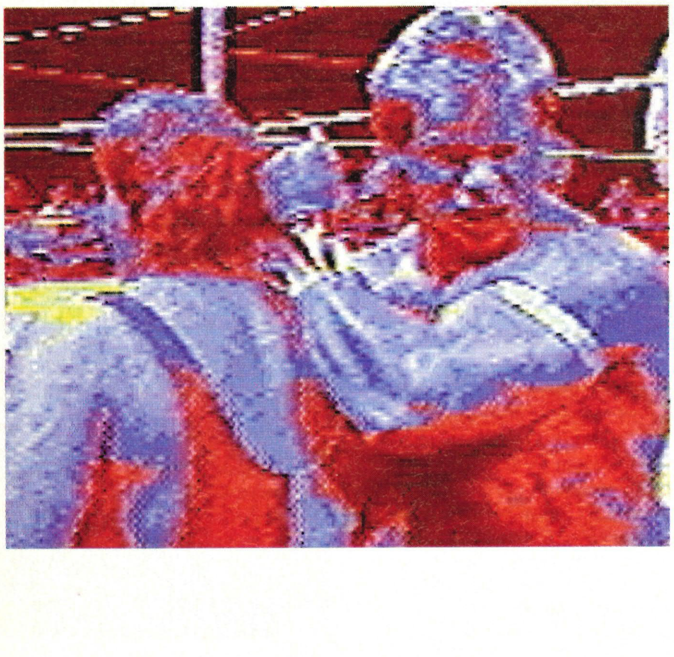


◀ **The referee has just received a swift blow to the bonce and is out for the count! Wrestlers 1, Referees Nil**



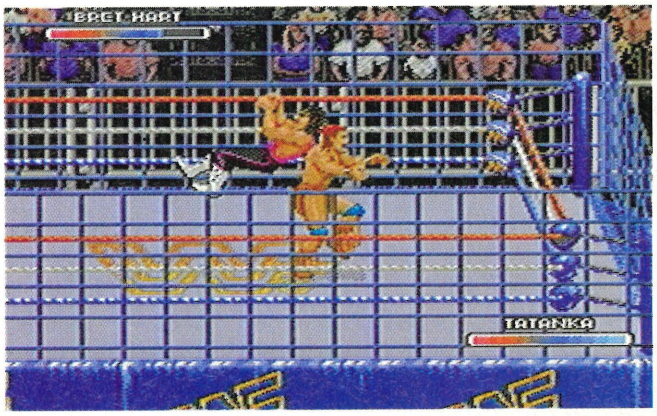
▲ **Normally you would be able to tell which character is which but you can't because the FMV is so bad**

▼ **The Narcississt seems to have developed a rather nasty underarm rash**



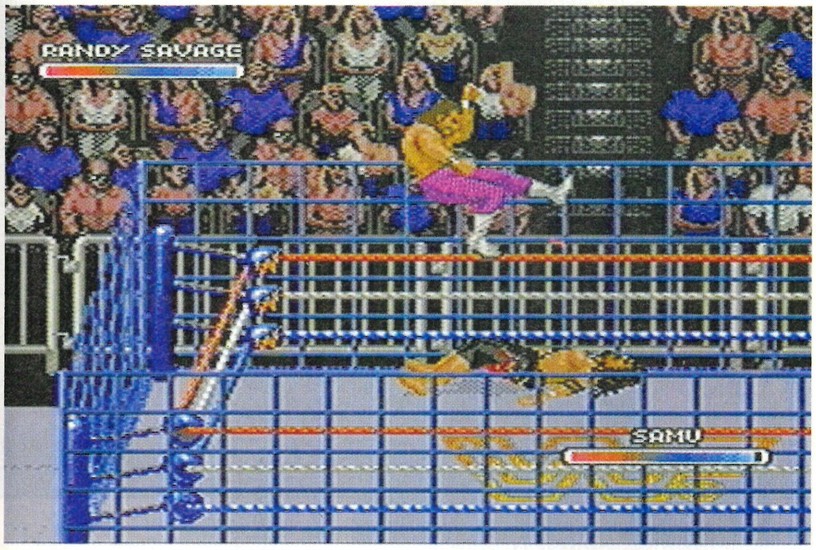
NICE LEGS, SHAME ABOUT THE FACE

What really separates this from the cartridge versions is the inclusion of FMV footage. The intro shows some of the featured wrestlers going through the motions, flinging each other about like raggy dolls and generally trying to look mean and moody. On the character selection screen you can call up other FMV scenes that show digitised footage of the selected wrestler performing his special move on some unfortunate victim. This would be great but it is done so badly it is unfeasable. The black and white, blocky graphics are painful to watch and stab the already dying Mega CD in the back.



▶ **Ow! Tatanka the American Indian does a clotheline that you would be proud to hang your pants on**

RAGE IN THE CAGE



◀ Included with this game are scenes from the Karma Sutra, the latest video in the lover's guide series

SLAM, JAM, THANK YOU MA'AM

Everyone must have seen WWF or WCW on the telly at some point or other, but the chances are you haven't seen a cage match before have you? Having seen some of them I can tell you that they can get quite nasty (as long as the script allows them to). The ring is surrounded by a six foot high steel cage and two wrestlers are left inside to sort out their differences without the intervention of a referee. These are no holds barred fights and the winner is the one who can climb out over the top of the cage first. This sounds easy but the only way to do it is to make sure the opponent is in no fit state to pull you off as you climb up, and so some nasty fighting has to take place.

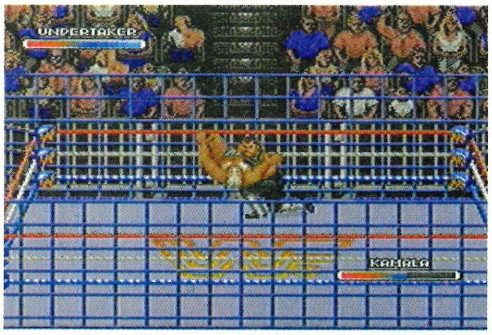
ALTERNATIVELY

Try Royal Rumble if you want a WWF game because it is more fun and doesn't have ugly video sequences

◀ The Big Boss Man. He's big, he's the boss, and he's a man

THE FINAL COUNTDOWN

With other wrestling games on the market this one should be a bit special, right? Wrong. In my humble opinion Royal Rumble is much better because it is not limited to one on one matches like Rage. OK so Rage has more wrestlers than the other titles but there is only so much fun that can be had with two sprites fighting each other. Royal Rumble on the other hand had the option of letting six fighters beat the hell out of each other simultaneously, which even though it was chaotic it was good fun. The digitised speech is good when the characters taunt each other but the FMV is apalling and could have been done much better. I'm sorry folks but this doesn't seem to be an improvement on the previous games, if anything it is a step backwards. Get Royal Rumble on cart instead

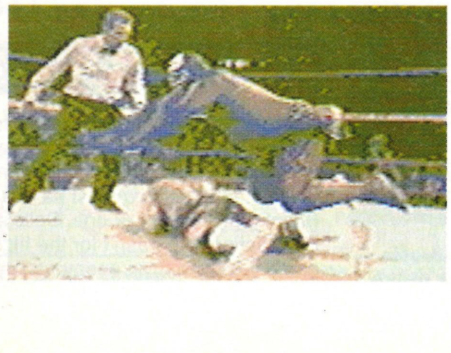


▲ This is why the game is called Rage in the Cage. I can see the Cage, but where's the raging?

THE SECOND OPINION

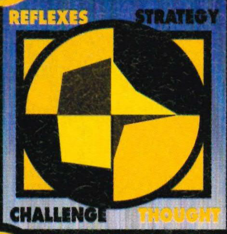
ALLIE WEST

Oh yeah! Big, muscle-bound, sweaty men in very little clothing beating the crap out of each other - it stirs the blood I can tell you, something that this game doesn't manage to do. I'm one of those sad people who actually like watching WWF but I sure as hell didn't like playing this. There is no way that the programming here warrants this game being put to CD. The use of digitised footage is only minimal while a complete lack of crowd noise fails to create any kind of atmosphere. The cartridge version of WWF was tolerable but this is inexcusable.



◀ This is going to hurt. I was just laying down having a rest when some bloke just fell out of the air onto me

RATINGS



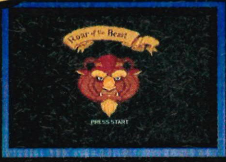
62%	**PRESENTATION**	Pretty basic, really. A few options and FMV sequences
75%	**GRAPHICS**	Sprites are accurate representations but the FMV is dire
73%	**SOUND**	There is lots of speech but for some reason the crowd sits in silence. Boo
83%	**SHORT TERM PLAY**	Great fun once you start playing...
54	**LONG TERM PLAY**	....but boredom quickly sets in

OVERALL

72

A good game but it could have been better

MEGADRIVE REVIEW



SUNSOFT

8-MEG

STYLE

BEAT'EM-UP

PRICE	IMPORT
PLAYERS	1
SKILL SETTINGS	1

RELEASE DATE

OUT **NOW**

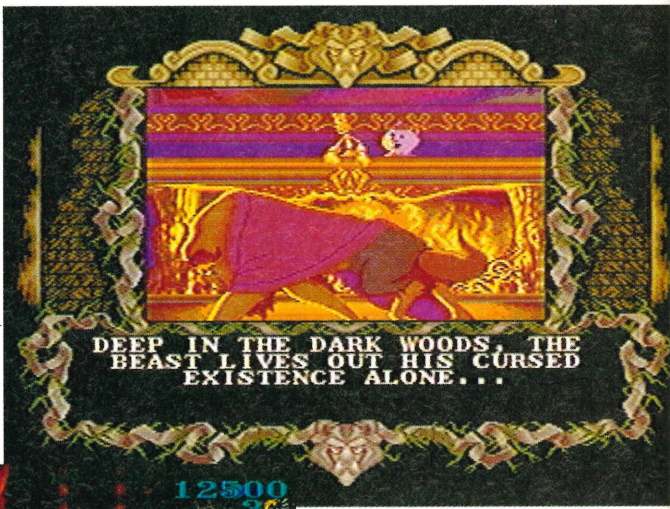
In what seems a shameless parody of his love-life, Julian Connoly gets to play the Beast as he tries to find love

ROAR OF THE BEAST

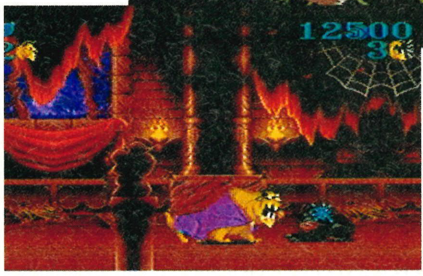
So there you are right, the Beast of Disney's recent cinema success Beauty and The Beast, and you're not all that keen on the idea of being plug ugly. So off you trot and try and change things a bit, with the hope of falling in love with someone dead tasty. Hardly Tolstoy I'll grant you but this is the video game of a Disney cartoon of an ancient fairytale and certain things can get lost in the translation.

BUT WHERE'S BELLE?

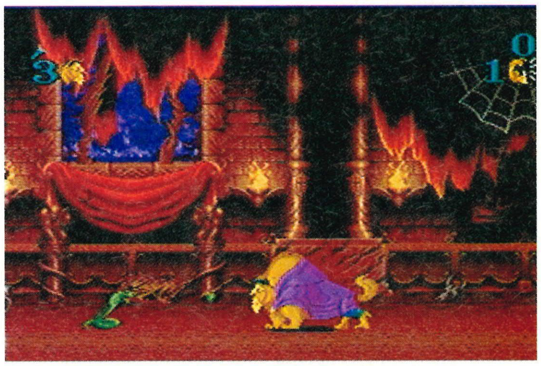
There are in fact two games based on the Disney film. Roar of the Beast is definitely the inferior of the two and seems to be aimed at young males with too much testosterone. Why do I say this? Because Roar of the Beast is all about abig chap beaten up lots smaller chaps and animals. That is all this game is. A sideways scrolling beat'em-up that is on about the same level as Bram Stoker's Dracula on the Mega CD.



DEEP IN THE DARK WOODS, THE BEAST LIVES OUT HIS CURSED EXISTENCE ALONE...



▲ **Mmm, roast beast, smells good! Turn round and do your other side**



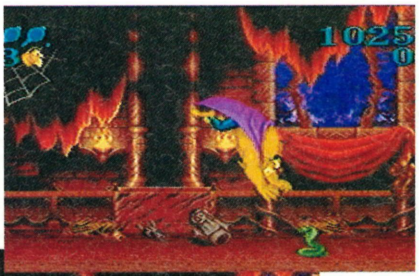
▲ **Yes he did. No he didn't. Oh, yes he did. Oh no he didn't. OH YES HE DID. OH NO...**

HEY, GOOD LOOKING

One thing it has got going for it is the presentation. Here at least Sunsoft have tried to emulate Disney's high standards. Backgrounds, sprites, animation, between level story-telling bits are all of impeccable quality. Sound is a bit ropey but somehow I don't think the Mega Drive could even come close to reproducing the glorious tunes from the film. All this is well and good but when you've played it for a while it occurs to you that something is missing, the gameplay.

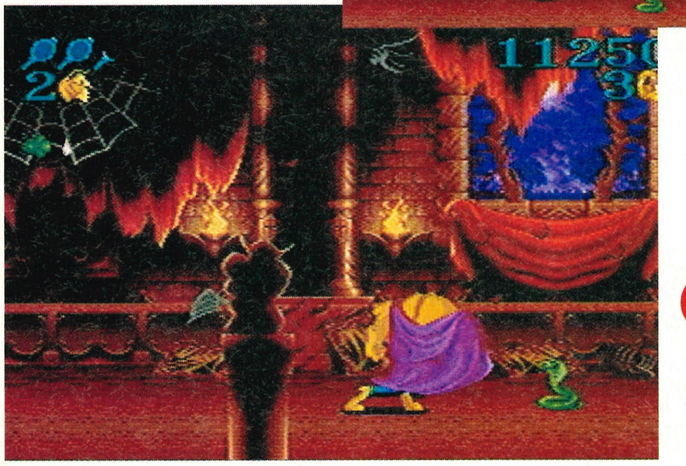
IMPORTANT WARNING!

The version of the game used in this review was an American import and may not work on an official UK MegaDrive



ROYAL VARIETY PERFORMANCE

For the most part you wander along in front of delightful backgrounds, pressing the attack button a lot whenever anything vaguely dangerous like a spider of a snake wanders into view. Bats, rats and bears make an appearance but all these are only in the castle. When you get into the icy forest you leap from branch to branch avoiding a few wolves and trying to hit them when you can. If things get tricky you can roar, which freezes most things to spot and makes you invulnerable for a few seconds. Make it through here and you're into the town trying to get all the valuables back that the nasty villagers have nicked. By now things have got terminally dull.



▲ **Like Batman the Beast has a rather melodramatic cape swing, here we see the Beast modelling the move**

GASTON? GASTON? THE BILL PLEASE

Not even the final battle with the muscular villager can redeem this appalling game. It is just so, so awful. It relies on quantity rather than quality, chucking a load of animals at you when it runs out of ideas. If you feel you must have a game based on Beauty and the Beast go for the other one, Belle's Quest, it at least shows some imagination. If it wasn't for the high standard of presentation, this game is just another anonymously naff beat'em-up.

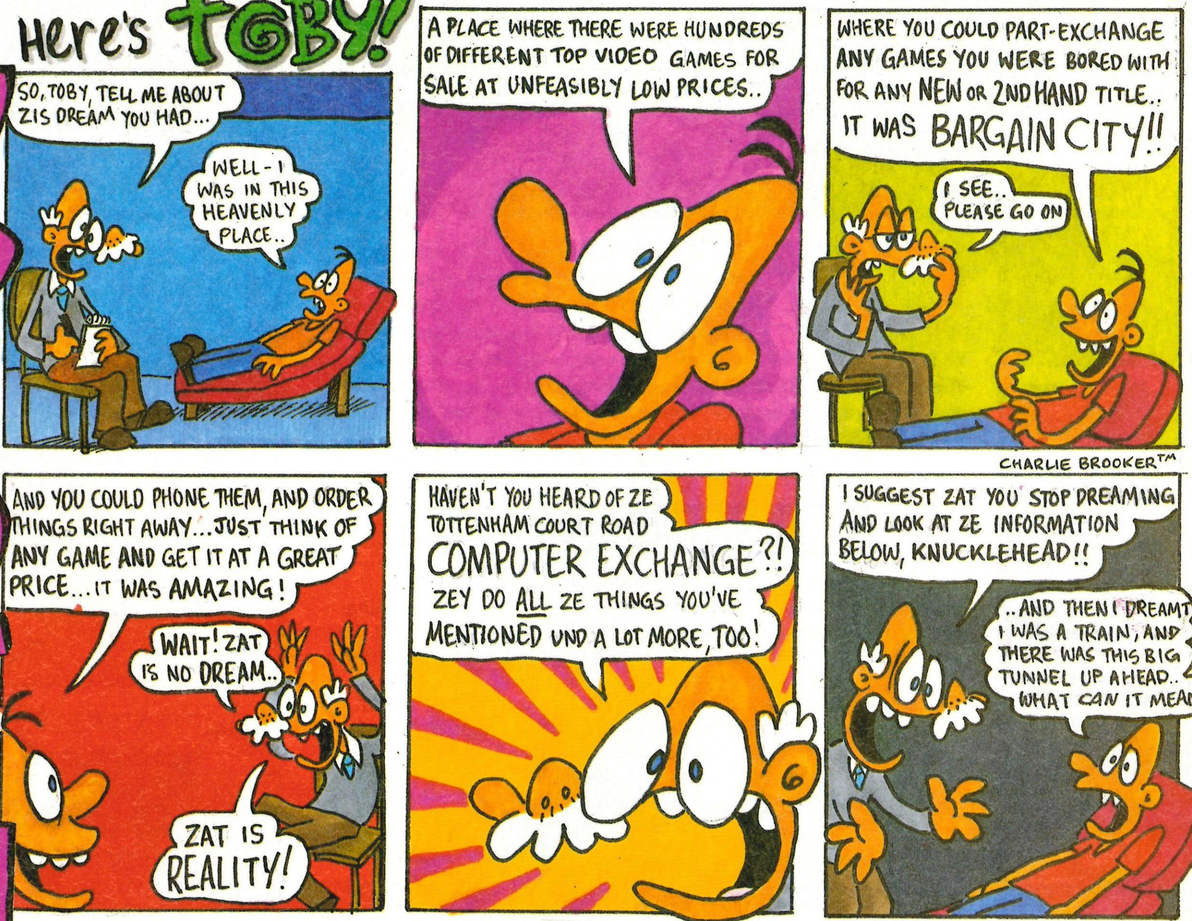
RATINGS

REFLEXES STRATEGY CHALLENGE THOUGHT

Rating	Score	Comment
PRESENTATION	84%	Lovely little story board bits between levels
GRAPHICS	79%	Excellent in places, and these parts carry the slightly weaker areas
SOUND	70%	The tunes are recognisable. The Mega Drive doesn't do them justice
SHORT TERM PLAY	30%	You notice very quickly how little there is to do
LONG TERM PLAY	25%	If you even bother with it in the long term I'll be surprised
OVERALL	40	Lots of button pressing but not much else

COMPUTER EXCHANGE

NEW BRANCH OPENING SOON IN EALING – PHONE US FOR DETAILS!


Here's TOBY!
SO, TOBY, TELL ME ABOUT ZIS DREAM YOU HAD...
WELL - I WAS IN THIS HEAVENLY PLACE..
A PLACE WHERE THERE WERE HUNDREDS OF DIFFERENT TOP VIDEO GAMES FOR SALE AT UNFEASIBLY LOW PRICES..
WHERE YOU COULD PART-EXCHANGE ANY GAMES YOU WERE BORED WITH FOR ANY NEW OR 2ND HAND TITLE.. IT WAS BARGAIN CITY!!
I SEE.. PLEASE GO ON
CHARLIE BROOKER™
AND YOU COULD PHONE THEM, AND ORDER THINGS RIGHT AWAY... JUST THINK OF ANY GAME AND GET IT AT A GREAT PRICE... IT WAS AMAZING!
WAIT! ZAT IS NO DREAM..
ZAT IS REALITY!
HAVEN'T YOU HEARD OF ZE TOTTENHAM COURT ROAD COMPUTER EXCHANGE?! ZEY DO ALL ZE THINGS YOU'VE MENTIONED UND A LOT MORE, TOO!
I SUGGEST ZAT YOU STOP DREAMING AND LOOK AT ZE INFORMATION BELOW, KNUCKLEHEAD!!
..AND THEN I DREAMT I WAS A TRAIN, AND THERE WAS THIS BIG TUNNEL UP AHEAD.. WHAT CAN IT MEAN?

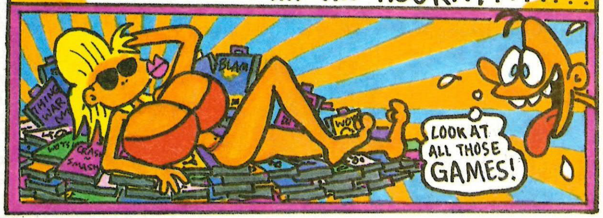
NEW STUFF

PC		SNES		MEGADRIVE	
ALONE IN THE DARK 2	31.99	ACTRAISER 2	44.99	ALADDIN	39.99
BENEATH THE STEEL SKY	23.99	BOMBERMAN+TAP	54.99	BOXING LEGENDS OF THE RING	39.99
CYBERRACE	29.99	CHAMPIONSHIP POOL	43.99	CLIFFHANGER	34.99
FLIGHT SIM 5	31.49	CLAYFIGHTER	55.99	EA FIFA SOCCER	39.99
FRONTIER	26.49	CLIFFHANGER	48.99	F1	39.99
INDY CAR	CALL	EMPIRE STRIKES BACK	54.99	GAUNTLET 4	34.99
INNOCENT UNTIL CAUGHT	25.49	IREM SKINS	48.99	JAMES POND 3	34.99
LARRY 6	33.99	JURRASIC PARK	44.99	LAND STALKER	47.99
MORTAL KOMBAT	23.99	MADDEN 94	49.99	MADDEN 94	39.99
PRIVATEER	32.49	MORTAL KOMBAT	48.99	MORTAL KOMBAT	42.99
REBEL ASSAULT CD	33.49	NBA SHOWDOWN	43.99	PUGGSY	37.99
RETURN TO ZORK	27.99	PINK PANTHER	43.99	ROBOCOP VS TERMINATOR	36.99
SAM AND MAX	31.99	ROCK N ROLL RACING	48.99	SENSIBLE SOCCER	34.99
SHADOW CASTER	28.99	SECRET OF MANA	58.99	SONC SPINBALL	39.99
SIMON THE SORCERER	26.49	STREET FIGHTER 2 TURBO	48.99	SONIC CD	35.99
SPEAR OF DESTINY	26.49	SUNSET RIDERS	41.99	STREET FIGHTER 2 SCE	47.99
STARLORD	28.99	TORNAMENT FIGHTERS	54.99	TURTLES TORNAMENT FIGHTER	40.99
TFX	25.99	TOTAL CARNAGE	53.99	ZOMBIES	35.95
ULTIMA VIII	33.99	WIZARD OF OZ	53.99	ZOOL	35.99

CONFUSED ABOUT COMPATIBILITY? CALL US FOR DETAILS. SHOP PRICES MAY VARY.

2ND HAND STUFF

SAVE YERSELF WODGES OF CASH WITH OUR HUGE SELECTION OF 2ND HAND TITLES - THE BIGGEST IN THE U.K! JUST CALL TO SEE WHAT'S IN STOCK! ALL GAMES *FULLY GUARANTEED!* HIP HIP HOORAY!!!!!!!


LOOK AT ALL THOSE GAMES!

WANNA BUY SOMETHING? THEN CALL THIS NUMBER WITH YOUR CREDIT CARD AT THE READY!

071 388 2613

OR USE THE FORM ON THE RIGHT!

Access or.. VISA

VISIT ONE OF OUR BRANCHES AND BROWSE YOUR LITTLE HEART OUT!!!

143 WHITFIELD STREET
(NEAR WARREN STREET TUBE)
LONDON W1P 5RY
OPEN 10-7 MON-SAT, 12-5 SUNDAYS
071 388 2613

260 TOTTENHAM CT. ROAD
(INSIDE "HI-FI SURPLUS STORE")
LONDON W1
OPEN 9.30-6.30 MON-SATURDAY
071 580 6397

DEAR TCR COMPUTER EXCHANGE - PLEASE SEND ME THE FOLLOWING ITEMS..

____

____

____

I ENCLOSE A CHEQUE/P.O. PAYABLE TO "TCR COMPUTERS" (ADD £1·50 FOR P+P) FOR THE SUM OF £________

PLEASE TICK

☐ I'D ALSO LIKE YOUR FREE CATALOGUE, IF YOU DON'T MIND.

☐ OH YES, AND A COPY OF "SUPERKAYLO", CHARLIE'S HILARIOUS COMIC (£1·50)

☐ I'M JUST TICKING THIS BOX FOR THE SHEER HELL OF IT.

POST THIS COUPON, TOGETHER WITH YOUR NAME ADDRESS + PHONE NUMBER, TO...
TCR COMPUTERS (MAIL ORDER)
143 WHITFIELD STREET,
LONDON W1P 5RY

CVG1 RAAA!

CUT IT OUT, YA TURKEY!

ALL OFFERS SUBJECT TO CHANGE + AVAILABILITY. I.D. MUST BE PROVIDED BY THOSE WISHING TO SELL OR EXCHANGE THEIR GOODS. TRADE ENQUIRIES WELCOME. GOT ALL THAT? GOOD.

MEGADRIVE REVIEW

Belle's Quest

SUNSOFT

8-MEG

STYLE

ADVENTURE

PRICE IMPORT

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT NOW

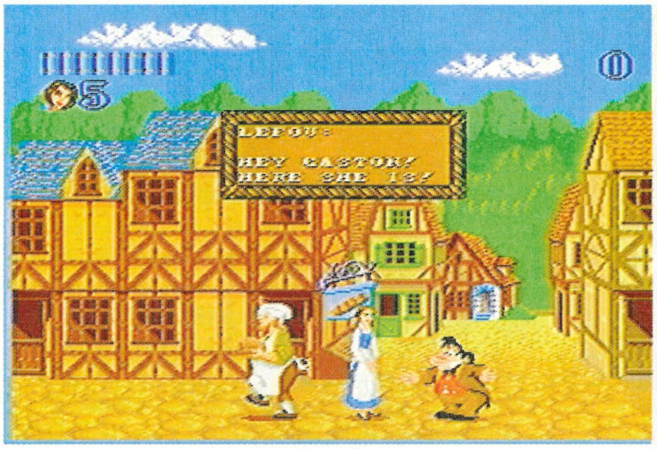
Appalled by the sheer macho crapness of Roar of the Beast, Julienne Connoly settles down for a little femininity. Ooh you are awful

BELLE'S QUEST

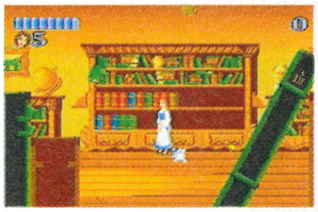
This is the Beauty and the Beast game for all the female gamesplayers. Being charitable I think that Sunsoft deliberately made this one far better than the other to try and encourage more girls to play. Possibly. This time around our heroine Belle has to save the village, her father, herself and finally the Beast and I think it is all such jolly good fun.

VILLAGE IDIOT

The game commences in Belle's home village. For some unfathomable reason the fountain has stopped working, meaning the ye olde shepherde's sheep may well dye (geddit?) of thirst. For the purposes of gameplay it is up to Belle to sort things out while avoiding the attentions of the muscular, but dim, Gaston. Questioning the inhabitants reveal what the problem may be but it turns out you have to sweet-talk Gaston into doing the dirty work. I mean suggesting that a woman would ever manipulate a man is frankly outrageous. Still say the right things to Gaston (about three multiple choice selections to be made) and he'll agree.



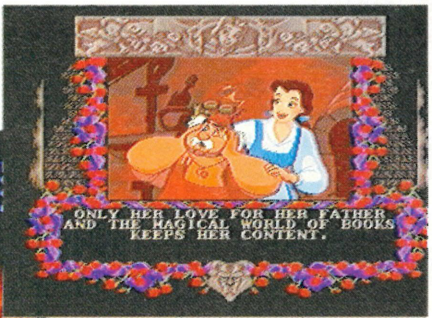
▲ Mmm, you're really pretty would you like to come home with me and see some puppies?



▲ This game's shelf life isn't very long...

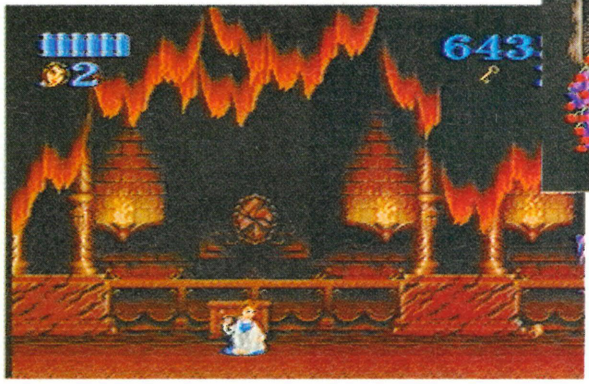
A-MAZE-ING, BUT...

From info gleaned in the village you'll make you way through the dense forest. But if you haven't asked the right people the right questions you may never make it. Still, too late for that now. Once inside the Beast's castle you take your fathers place in his dungeon and after some minor interference from the plot you find yourself walking through a maze of locked door in the castle's



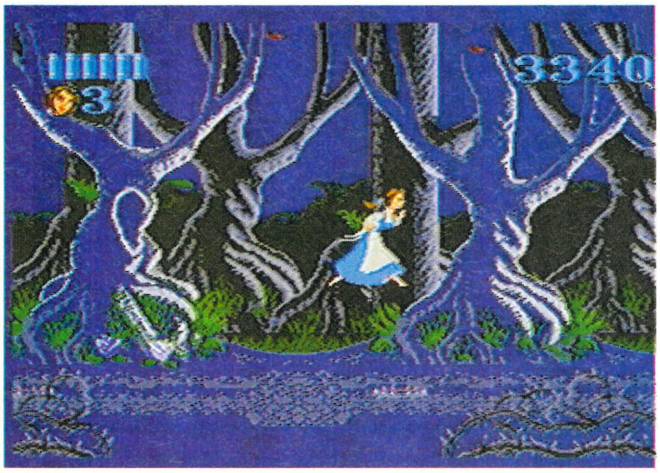
ONLY HER LOVE FOR HER FATHER AND THE MAGICAL WORLD OF BOOKS KEEPS HER CONTENT.

▲ Hold still father or that big nasty wasp will bite your ear off!



◀ Oh no, where's my contact lense!

IMPORTANT WARNING!
The version of the game used in this review was an American Import and may not work on an official UK MegaDrive



THROUGH THE KEYHOLE

None of this is especially taxing, but it least it has plenty of variety, and for a younger audience the puzzles will probably be enough to keep them happy for a while. With an absence of violence, all Belle can do is duck or jump, this game that favours the female audience is by far the better of two. It keeps up the same high standard of presentation but manages to bring in a fair whack of gameplay. there are even some entertaining bonus sections that are hardly original but help break things up a bit.

BEAUTY OR BEAST?

This is by far the best of the two games, and while not in any way a classic in its own right, I'm not sure Sunsoft could have done much more than they have. Male or female this is the one I'd have.

% RATINGS

PRESENTATION 84%
Plenty of between level story interludes

GRAPHICS 78%
Good in the main but the village looks very odd

SOUND 78%
More tunes here but still not done justice

SHORT TERM PLAY 80%
Small puzzles and attractive beginning draw you in

LONG TERM PLAY 82%
Lots of variety here and loads to come back for

OVERALL 78
Soft and fluffy, and actually quite playable

SEGA SELLERS

GREATER LONDON

DISCOUNT VOUCHER

£1 OFF

our already rock bottom prices when you buy your next purchase at any of the stores listed on this coupon

WEST LONDON
309 Goldhawk Road,
London W12 8EZ.
Tel: 081 741 9050
10 am - 8pm
Retail sales & Mail Order

LAKESIDE
Unit 616 Pavilion
Building, Lakeside
Shopping Cente,
West Thurrak, Grays,
Tel: 0708 890800
10am - 8pm

ROMFORD
Unit 33/34 Romford
Shopping Hall, Market
Place, Romford Essex
RM1 3AB.
Tel: 0708 744338
10am - 8pm

WALTHAMSTOW
231 High Street,
Walthamstow,
Tel: 081 503 6633
9am - 6pm

NAME ....
ADDRESS ....
....
....
POST CODE ....

This voucher can not be used in conjunction with any other offer or promotion.
NOT TRANSFERABLE. Offers ends 30th June 1993. Only one voucher per game.

LONDON N17

ARROW VIDEOS

88 Bruce Grove, Tottenham,
London N.17 6RU
Tel: 081 808 4425/081 885 3956

THIS MONTHS OFFERS		Batman Returns	£24.95	Tazmania	£22.95
Mortal Kombat	£42.95	Corparations	£19.95	Agassi Tennis	£29.95
Jurassic Park	£34.95	Super Smash TV	£19.95	Chuck Rock	£24.95
Cool Spot	£29.95	Little Mermaids	£19.95	**SEGA MEGADRIVE GAMES ALL NEW - PRICE £17.99**	
Busby	£29.95	Shadow of Beast 2	£19.95		
Mig 29	£34.95	Predetor 2	£19.95		
Streets Of Rage 2	£24.95	Side Pocket	£19.95	688 Attack Sub	
Jungle Strike	£29.95	James Bond 007	£19.95	M1 Abrans Tank	
P.G.A Golf 2	£29.95	Homealone	£19.95	Allisia Dragon	
Road Rash 2	£24.95	Super Monaco GP 2	£22.95	DJ Boy	
Bulls V's Blazers	£24.95	LHXAttack Chopper	£22.95	Alien Storm	
Global Gladiators	£24.95	F22	£22.95	Golden Axe	
Mega-Lo-Mania	£29.95	Lemmings	£22.95	Golden Axe 2	
Another World	£29.95	Dungeons & Dragons	£24.95	Gynoug	
Ali Boxing	£29.95	Speedball 2	£19.95	Last Battle	
Micro-Machines	£32.95	Tail Spin	£24.95	Road Rash	
Flashback	£29.95	Marble Maddness	£19.95	Revenge Of Shinobi	
Super Kick-Off	£29.95	James Pond 2	£19.95	Spiderman	
Ecco The Dolphine	£29.95	Immortal	£22.95	Strider	
Streets of Rage	£22.95	Cue Ball	£19.95	Toe Jam and Earl	
Lotus Turbo Challange	£22.95	Olympic Gold	£24.95	Crackdown	
E.A. Hockey	£22.95	WWF Wrestling	£22.95	Arrowflash	
NHLPH Hockey 93	£24.95	Two Crude Dudes	£22.95	Mercs	
Sonic Hedgehog 2	£22.95	Splatter House 2	£19.95	Terminator	
Aliens 3	£22.95	Tiny Toons	£22.95	Ghoules & Ghost	

For mail order please add £2.50 P&P
Cheques & PO's payable to Megatrone Videos Ltd

HERTFORDSHIRE

HERE IN ESSEX

The BIGGEST, CHEAPEST and the BEST Computer Games Shop
is at 43 BROOMFIELD ROAD, CHELMSFORD
(just round the corner from the bus station)
OPEN 10am til 8pm 7 DAYS A WEEK

Special Reserve
The Games Club

FOR A FREE 12 PAGE COLOUR CATALOGUE PLEASE CALL OUR MAIL ORDER SALES LINES ON
0279 600204

EAST SUSSEX

£2 OFF ANY SEGA PRODUCT

WITH THIS ADVERT

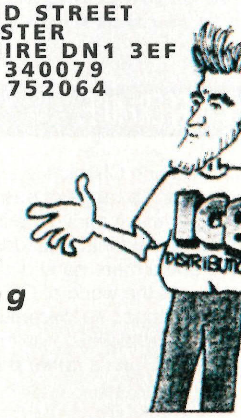
BYTES-N-PC'S
212A HIGH STREET, UCKFIELD
EAST SUSSEX
TEL: 0825 769103

SOUTH YORKSHIRE

ice
DISTRIBUTION

6 CLEVELAND STREET
DONCASTER
SOUTH YORKSHIRE DN1 3EF
Tel: 0302 340079
Fax: 0302 752064

The Management And Staff At Ice Distribution Wish To Thank All Our Customers For Their Support During 1993 And Now Onwards Through 1994.



VISA

"BEWARE OF IMITATORS"

Access

SOUTH YORKSHIRE

ice
DISTRIBUTION

6 CLEVELAND STREET
DONCASTER
SOUTH YORKSHIRE
DN1 3EF
Tel: 0302 340079
Fax: 0302 752064

YORKSHIRE'S NO.1 CONSOLE RETAILER
IMPORTS ARRIVING DAILY

£3 OFF ANY GAME

WITH THIS VOUCHER.
Voucher valid until the end of February 1994.
(£3 off full RRP of game)

STOCKIST OF SNES, NEO-GEO, MASTER SYSTEM & GAMEBOY.
VISIT OUR SHOP FOR ALL YOUR CONSOLE NEEDS
FOR MAIL ORDER PLEASE ADD £1 P&P
STOCKIST OF MANGA VIDEO

VISA

Access

MEGA-CD REVIEW

BY: CORE DESIGN

CORE
DESIGN LIMITED
Presents

CD-ROM

STYLE

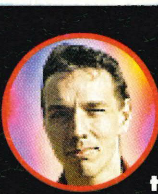
PLATFORM

PRICE £44.99

PLAYERS 1

SKILL SETTINGS 3

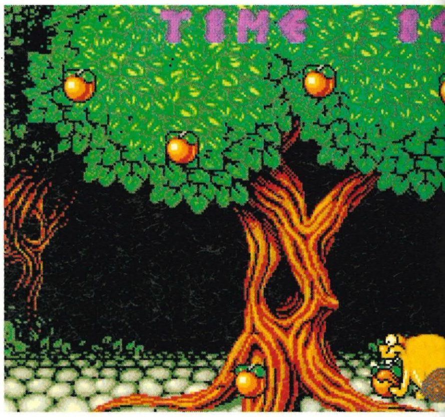
RELEASE DATE FEB 94



Ever had the feeling you've been somewhere before? STEVE MERRETT has, but undaunted he returns to Core's answer to Jurassic Park.

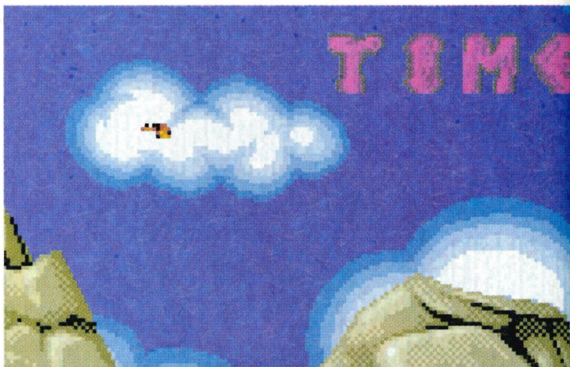
CHUCK ROC

Yeah, yeah, yeah... We know you've seen this one before, but it's slightly different this time. Honest. As the Mega-CD's software base starts to grow, Core are back with another title they hope will blow the competition away. Thus, for a machine surprisingly devoid of much in the way of platform entertainment, Core has taken Chuck II: Son Of Chuck and given it the CD treatment - ie. a smart, cartoon-like intro to set the scene and the odd new level. The basic mixture of club-wielding and platform-based action remains the same as Chuck jnr battles to free his Pa from the clutches of Brick Jagger, but... well, there are a few extra bells and whistles to appreciate and a few rotational effects here and there. But for those of you who have been in a time warp for the last year, this lot's in it too...

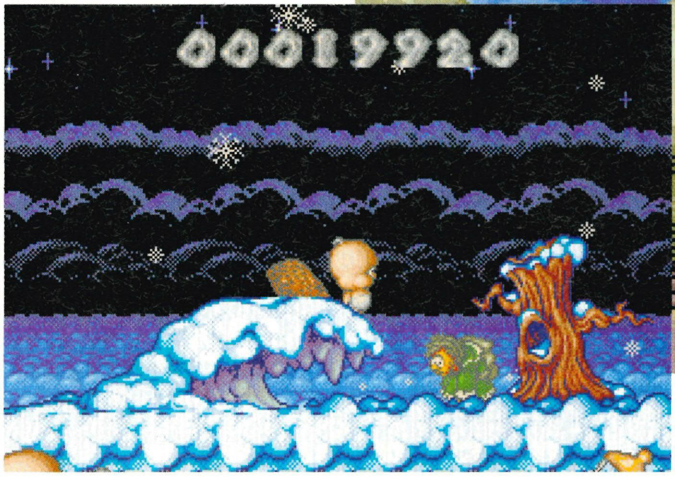


ROCK AROUND THE CLOCK

In terms of gameplay, Chuck II is identical to its cartridge-based cousin. All the usual dino-related japes are there, as are the odd assortment of bosses and the motley collection of Neanderthal nasties. However, when the game is played in 'Hard' mode, further additions are revealed. Several new levels have been added to the game to slightly extend its lasting appeal and add a little more value for money to the CD. However, it seems rather daft that the levels aren't introduced straight away and then interspersed throughout the game, as the casual viewer will think that nowt new has been added when the additions aren't immediately visible.



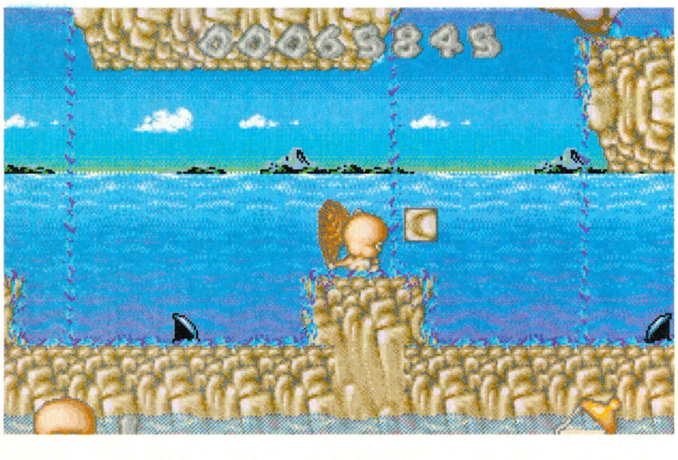
▲ Hmph! If... I... j
more... I'll... leave
in my... nappy... fo



▲ **My, my. Is that rather large, wooden, club-like protrusion something phalic or is it simply pleased to see that tree?**

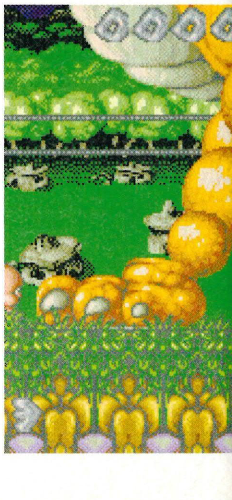
CHILD'S PLAY

In addition to the platform-related fun, Chuck II also features a series of between stage sub-games which offer huge bonuses within a limited amount of time. For instance, one of the sub-games is set next to a huge apple tree, under which a rabid dog is running from left to right. The only way to apease this vicious brute is to knock the fruit from the tree to feed it. Luckily, there's just enough apples on the tree to satiate the beast, but the higher ones require Chuck jnr to leap on to the animal's back in order to reach them. Similarly, further bonuses are awarded for making a statue of your dad out of a piece of rock or by entering a boat race.

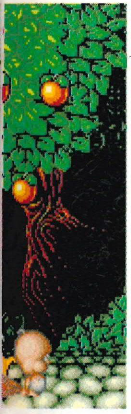


SPOT THE DIFFERENCE

As with the cart version Chuck II is an enjoyable if a little repetitive platformer. Its range of bosses and humorous dino-related sight gags raise it above the likes of Bubsy and its kin, but it really must be said that the addition of the - admittedly excellent - intro and a mere handful of new levels doesn't warrant its foray into the world of CD. We know that Mega-CD owners are a bit strapped for decent stuff at the moment, but 'Stars On 45' remixes like this aren't the solution. It's by no means a duff release, just a rather pointless one.

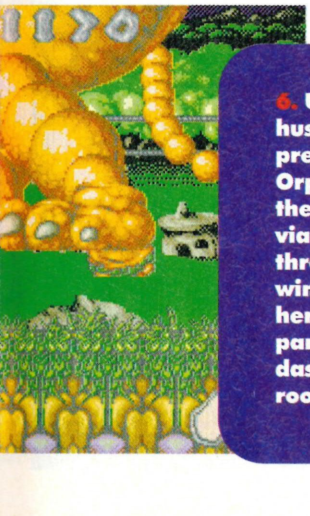


K II SON OF CHUCK - CD



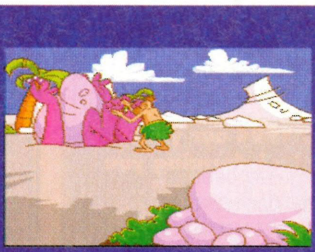
Gobble, gobble, toil and trouble! Hey, don't you know that it's naughty to steal apples from a tree. What kind of impression are you setting to the youngster?

t... strain ... a little bit...
. really... nice... pressie
. mummy... HEAVE!

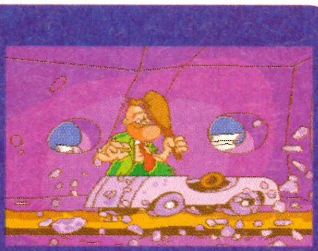


SETTING THE SCENE...

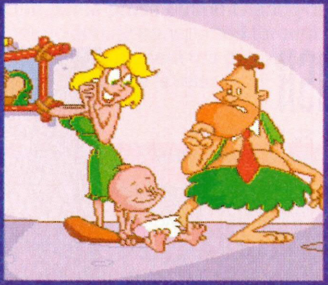
No sooner is the Chuck disc in the Mega-CD, then a cartoon intro fills the player in on the scenario. An American voice-over tells of how, after defeating Gary Gritter at the end of the first game, life is good for Chuck Rock and his family. But not for long. This is their story.



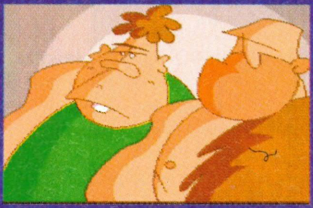
1. We join Chuck snr as he is in the process of seeing off arch-enemy Gary Gritter's pet Tyrannosaur and ensuring the freedom of his beloved wife, Orphelia, in the process.



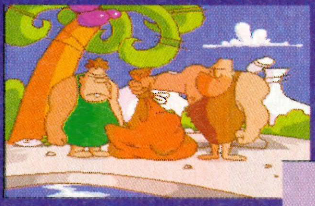
2. With Gritter out of the way, Chuck discovers a penchant for building cars, and creates a veritable motor industry boom in the process. The cash rolls in, and life is good...



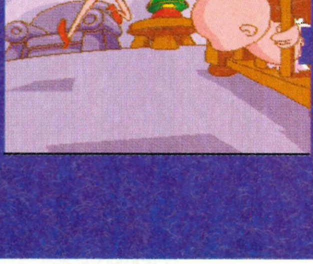
3. However, despite his new-found riches, Chuck has yet to produce a successor. Several attempts later, Orphelia gives birth to Chuck jnr and the family line is continued.



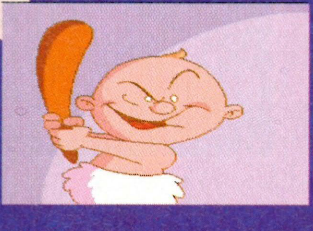
4. Meanwhile in a distant factory, a nasty-looking car manufacturer - one Brick Jagger - isn't having quite so much luck with his vehicles so decides to make life easier by getting Chuck out of the way. Two goons are summoned and a kidnap plan is under way.



5. Lounging by his luxurious swimming pool, a shadow descends upon Chuck and the two burly thugs dive in, rough him up, and drag him away.



6. Unaware of her husband's predicament, Orphelia receives the ransom note via a brick through the window. Keeping her head, she panics and stars to dash around the room screaming.



7. All is not lost, though, as Chuck jnr grabs his trusty club and smashes his play pen to escape its confines. With his mother still whizzing around the room, only one person can save Chuck - his son. The journey begins...

RATINGS

94%	**PRESENTATION** A simply stunning intro sets the scene - complete with an American voice-over!
88%	**GRAPHICS** Drab coloured sprites and backdrops. Plenty of variety and visual gags.
89%	**SOUND** Improved from cart version. Better tunes and sound effects enhance the action.
87%	**SHORT TERM PLAY** Familiar stuff, but fun and easy to get into.
80%	**LONG TERM PLAY** A toughie, but the repetitive gameplay will get to you after a while

OVERALL 86

Aside fromt he intro and the odd bell and whistle, there's no point on putting this on CD at all. Nice, but pointless.

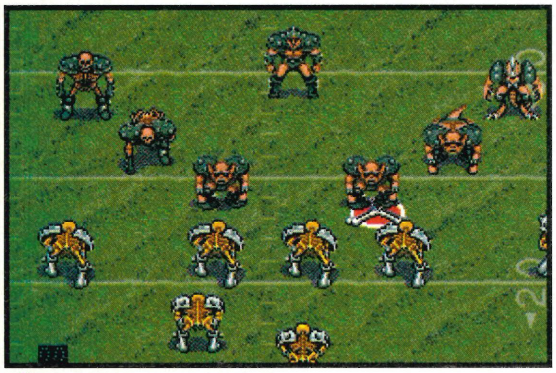
TECHNIQUE ZONE

Well, howdy-doody people! We hope you all an absolutely frenzied New Year with plenty of parties, mice-pies, singing and not too many hang-overs or icky bellys. Did you make loads of new years resolutions all of which you have no intention of adhering to? We've broken practically all of ours already and it's not even the end of January. One of the resolutions we are going to uphold though is to maintain the high standard of MegaTech and make 1994 our year! And how better to start the year by informing you of a pretty hefty change. As from this issue all your tips, cheats and any other correspondence is to be sent to a brand new address. We can now be found at MEGATECH, 16-17 HOLLYBUSH ROW, OXFORD, OX1 1JH. Don't worry, MegaTech will still be the same mag you have all come to cherish, the one thing that keeps you warm on those dark and lonely nights!

SCORE 0
TIME 0'18"78
RINGS 10
SCORE
TIME 2'28"58
RINGS 1

SONIC CD

If you simply can't wait for Sonic 3 to receive its official release then you could do worse than to scavenge a copy of Sonic CD with which to bide the time. Of course, it does help if you actually have a Mega CD. Believe it or not, some dope actually rang us here at the tips department to ask why Thunderhawk wouldn't work on his dads CD player and what lead he would need to connect the unit to his Mega Drive. Coo! HELLO! IS ANYBODY IN? If you have got the game and the common sense to buy a Mega CD you might want to try out this cheat sent in by James Hine from Loughborough. It enables you to obtain a handy level select. On the title screen press Up, Down, Down, Left, Right, B and you should be presented with a level select screen.



TECHNOCLASH

This little cheat is so minute it's practically non-existent. Don't blink now...

Level ONE: ZP80BFAR
Level TWO: FPKRBFA9
Level THREE: DAAW3FAX
Level FOUR: TZSIUFAU
Level FIVE: 6ZSITFA6

MUTANT LEAGUE FOOTBALL

Electronic Arts are soon to be releasing the sequel to this high octane American Fooball sim, the greatly anticipated Mutant League Hockey . Simon Crosby from Warwick has sent us these codes to allow to you reach the divisional playoffs, the league playoffs and the Mutant Bowl. All you have to do is select the Darkstar Dragons team and enter one of the following codes:

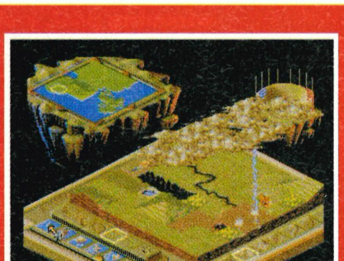
Divisional playoffs: H1B111111J
League playoffs: H1G1111111
Mutant bowl: H1L1111114.

01
00028656
006475

RENEGADES GODS

Remember this one anybody? Those of you who are veteran gamesters and owned an (said in a very hushed tone and covered up with a forced cough) ST or a much more trendy Amiga will no doubt be familiar with the absolutely brilliant Bitmap Brothers platformer Gods. Currently stomping its way through the Mega Drive owning fraternity under the Accolade banner comments have been made about how hard the damn game is. If you are one of those leather and fur clad gamers having problems then get you loin cloth around these level codes provided by the Scottish god-like warrior, Gerry Doak.

LEVEL 1: NASHWAN
LEVEL 2: COYOTE
LEVEL 3: FOXX



TWO TRIBES : POPULOUS II

Most cheats involve the gamer having to perform a complex sequence of pad and button presses requiring dextrous finger acrobatics worthy of any village green circus. This kind of cheat is not really meant to be found but every now and again the developers really think about the cheats they're creating. Bullfrog is one such developer. Just check out these special passwords that can be entered on the in-game option screen:

WIBBLE - Allows you to perform any disaster
HUMANOID - Gives you maximum God points
EXPERIMENT - Boosts your population
NOT HALF - Start on the final level

Please remember that these passwords are not the usual kind and therefore cannot be entered on the main password screen. Look for the option that clearly says Special Password.

SUPER FANTASY ZONE

Now this is what we like to see, female gamers writing in to the mag. We all know women play video games so how come we get so few letters from members of the fairer sex? Vickie Hoggarth from County Durham is breaking the mould. She has written in thanking us for a previous tip for the golden oldie Super Fantasy Zone and while trying to input the cheat she made an error and in turn found her own! Wads of Dosh: "You will need two joypads connected for this to work. Start game and then pause it, go to second joypad and press Down/Left and then Start. Next press A then B, then C, and B. Go to the first joypad and select either No Hit or Freeplay using button B. Press Start to continue the game. You will notice that you have $99999999 of gold to spend in the shop.

More!? Also, whilst you are in the cheat above, if you press Start to pause the game press button C and you will be miraculously transported through to the next level. Repeat the procedure to work through all the levels.

TOP 1400
SCORE 1400
GOLD $ 1000
SHOT
1. BOMB
-SPECIAL-
RD. 1
X2

FIFA SOCCER

We know this great guy called Pinky (aka Ed "Pink Floyd" Lomas) from Rochester and every now and again he sends in some absolutely brilliant tips. He's up to his usual tricks so early in the new year and is delighted to share some tit-bits with fellow readers. Cheers Pinky, you're a star!

How to cock up the computer team: This is pretty straight forward when you think about it but some FIFA players may not have realised that this could be done. Before the game starts go to Control Set-up and organise the options so that Controller 2 is acting as your computer opponent then exit the screen. Now using controller 2 muck around with the computer team and put the worst player in goal. When you play the game the computers team will be completely crap and you can easily sail through the rounds!

Make your own passwords: This is quite complicated so I'll transcribe Pinky's words exactly. "If you take any password and re-arrange the figures in any order you will get something different to the standard game. It is very complicated so it is best to see what you get. It also works as long as the password adds up to the same amount, eg. if you move the first figure on one (1 becomes 2, B becomes C etc.) and move the second figure back one (9 becomes 8, Y becomes X etc.) then the password will be valid." Phew! I hope you can understand this and make his theory work.

Germany		N. Ireland
9	Shooting	4
8	Running	6
9	Passing	5
9	Defence	6
9	Tackling	6
9	Goal Keeping	7
9	Overall	5

Hi, I'm Ron Barr and this is FIFA INTERNATIONAL SOCCER from EA Sports.

CODES FOR FINAL PLAYOFFS:

0RYCW7PV - EA Sports vs Germany
W45WH9J* - Brazil vs Argentina
Z2NWC7PP - Argentina vs Germany
0BVWW9PS - Germany vs Israel
1J8BY8DW - Holland vs Uruguay
0WKW38CM - Italy vs Wales

THE FLINTSTONES

Here's another game that's not exactly a spring chicken but nevertheless proves to be fairly entertaining and tactfully challenging. This cheat was discovered by Andy Martin in between his bouts of frantic juggling and rampant partying. It allows you to choose between the game's many levels.

LEVEL SELECT: Simultaneously press buttons A, B, C, and Left, and while still holding them press Start. Now use Up and Down to choose your level.

SCORE
0097900
16
0

ZOOL: NINJA FROM THE NTH DIMENSION

Zool is yet another game which originally started life on the home computer formats and eventually got the long overdue conversion treatment. Now it would seem that Gremlin's Zool is infiltrating all video game formats - is no format sacred?

If you have the game you will no doubt find these cheats invaluable to your gameplay. In order to utilise any of the following cheats you MUST press and hold the Start button during the game, and continue to keep the button depressed while you perform the following joypad combinations:

BRIGHTNESS: Down, Up, Left, Left: When you pause the game the screen darkens a little, but by entering this cheat you restore the game back to its original bubbly brightness. (Notice that the button combo spells the word DULL!)

EXTRA LIFE: Down, Up, Left, Left, A, Right, Down: This one simply gives you an extra life. (Spells DULLARD!)

MORE TIME, MORE ENERGY: B, A, Right, Right, A, C, Up, Down, A: Although the graphical representation only indicates three bars of energy this cheat will actually give you six bars of energy. You will also get 30 seconds extra time added. (Spells BARRACUDA!)

LEVEL SELECT: C, Right, A, B, B, A, Left, Left, A, Down: This cheat activates the levels select. You can now release the Start button. You will now be able to change the first two digits of the timer to correspond to a World and Level number. To skip forward to the level you have now selected hold A, B, and C down simultaneously. The game will now abort but don't panic simply restart the game to skip forward to the desired level. (Spells CRAB BALLAD!)

240 ENERGY PIPS: Right, A, Down, A, Right, B, Left, Up, Right: As with the previous energy cheat this combo gives you a whopping 240 energy pips but again only three will be displayed. This cheat also sets the timer to 999. (Spells RADAR BLUR!)

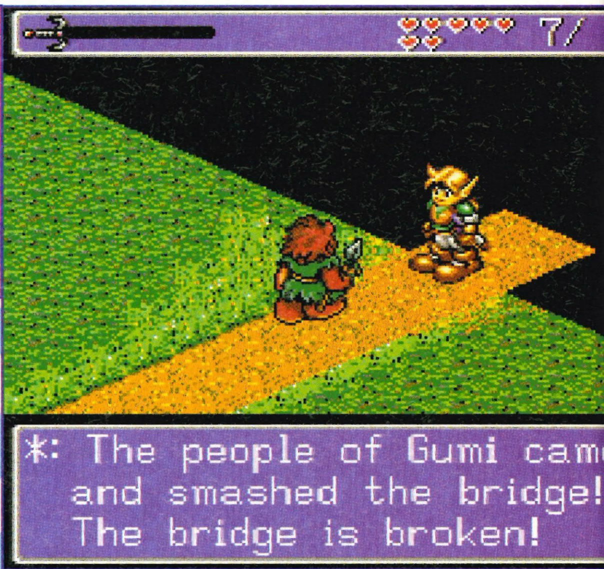
Big sloppy, wet hugs go to Paul Peterson from Davenport for this pool of cool Zool thingy-me-jigs!

We've had quite a few calls from punters who are stuck in this delicious 16-Mbit RPG, so we thought we'd help out. This being such a massive game, we're having to split the solution into two chunks, and we've had to skimp on a few of the less important details and the easy stuff which you would find for yourself anyway. But, this being one of those games in which talking to one person makes all the difference to your progress, we've left all that stuff in. This much should get you from the start of the game to Mir's Tower, and we'll pick it up from there in next month's issue.

LANDSTA

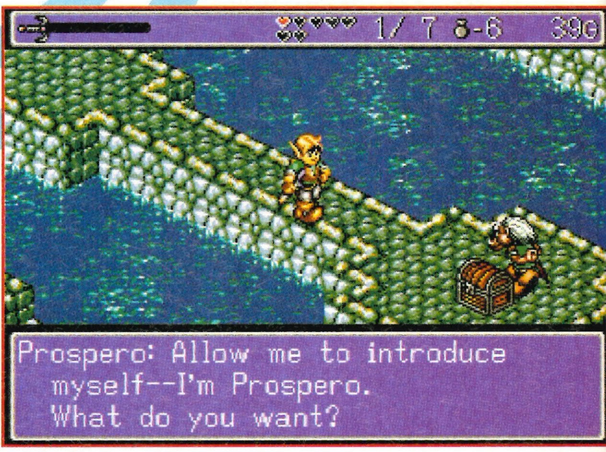
⊃ MASSAN

After you've fallen out of the very first cave, you find yourself rescued by the villagers from Massan. Start by talking to all the people in the village and then leave. When you do, you come across a villager who tells you that a bridge has been smashed by villagers from Gumi. If you then go back to Massan, the villagers tell you to visit the sage at the Water Shrine to the west.


*: The people of Gumi cam
and smashed the bridge!
The bridge is broken!

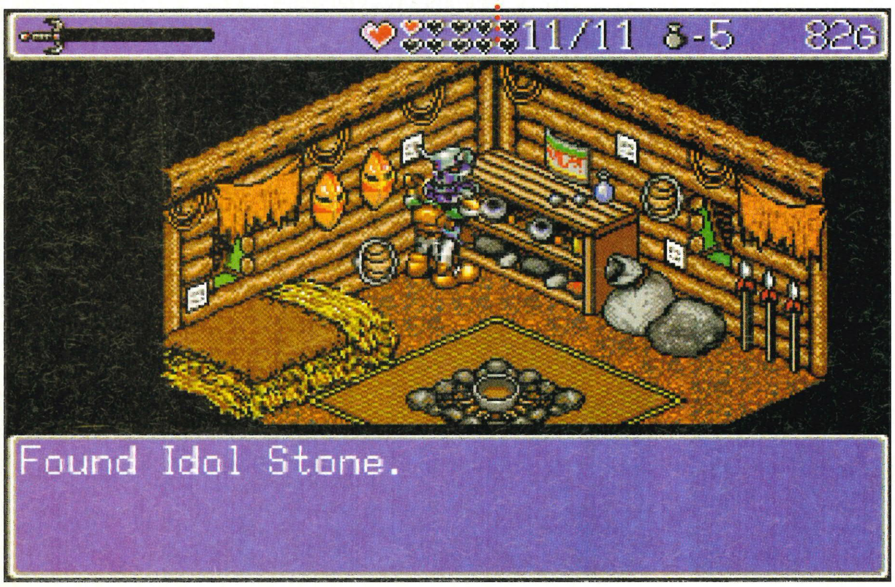
⊃ WATER SHRINE

Don't worry about getting up the rope in the cave on the way to the shrine, as this can only be reached later in the game. Finding the sage, Prospero, doesn't really present many problems, but you have to go through the shrine because it gives the Massan villagers time to rebuild their bridge. Once you've found Prospero, return to Massan.


Prospero: Allow me to introduce
myself--I'm Prospero.
What do you want?

⊃ GUMI

On entering Massan, you'll be told that Gumi villagers have captured the mayor's daughter, so go south across the bridge to Gumi. When you get there, you won't be allowed in, but you can climb up the mountain by the gate and sneak around behind some trees where you can watch while a ceremony takes place. When it's over, go to the hut at the south-west corner of the village and get the Idol Stone (it's sitting on a shelf and looks like a demon's head), then leave the village by the northern exit to the Swamp Shrine.


Found Idol Stone.

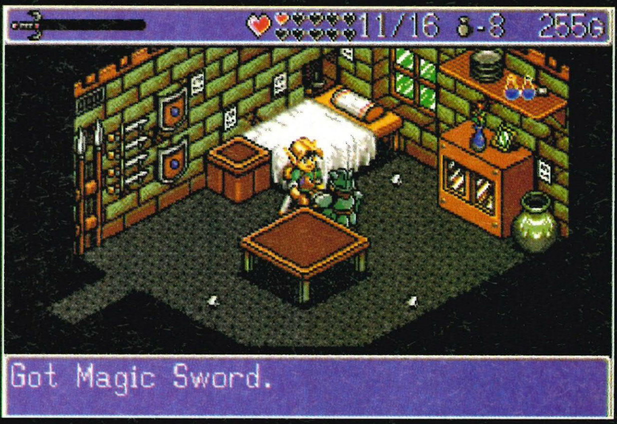
⊃ SWAMP SHRINE

Go up to the door to the Swamp Shrine and use the Idol Stone to open it. Once inside, dodge around the balls to the door in the south-east corner, and start going through the rooms from there. You'll find that most of the blocked exits open when you've killed all the monsters guarding them. There are four locked doors which you need keys for, but they're usually nearby so completing this part of the game shouldn't prove too difficult. By the way, in the Swamp Shrine there is a chest in one of the first rooms which appears to be unreachable, but you can get to the chest by dropping down from the room above – it just takes a bit of working out.

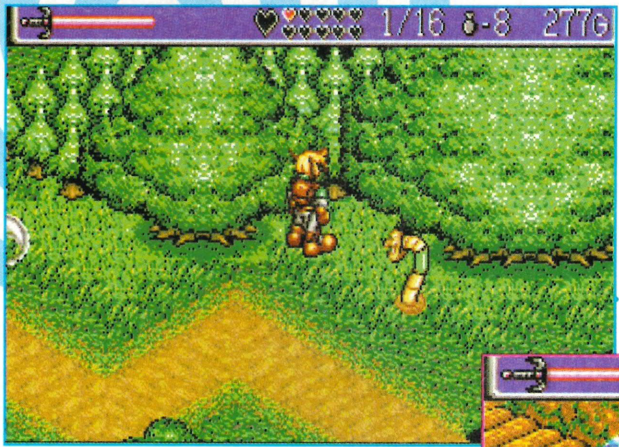
KER

➲ MAGIC SWORD

Once you've completed the Swamp Shrine, return to Massan to receive a red jewel from the mayor. Then head for Gumi and leave by the southern exit. When you come to the blocked road, talk to the Gumi villagers and they clear it for you. Go west from there and you should see an exit to the north. Take it, and after a couple of screens of fancy uphill jumping, you come across Kado's house. Enter and Kado will give you the magic sword.



Got Magic Sword.

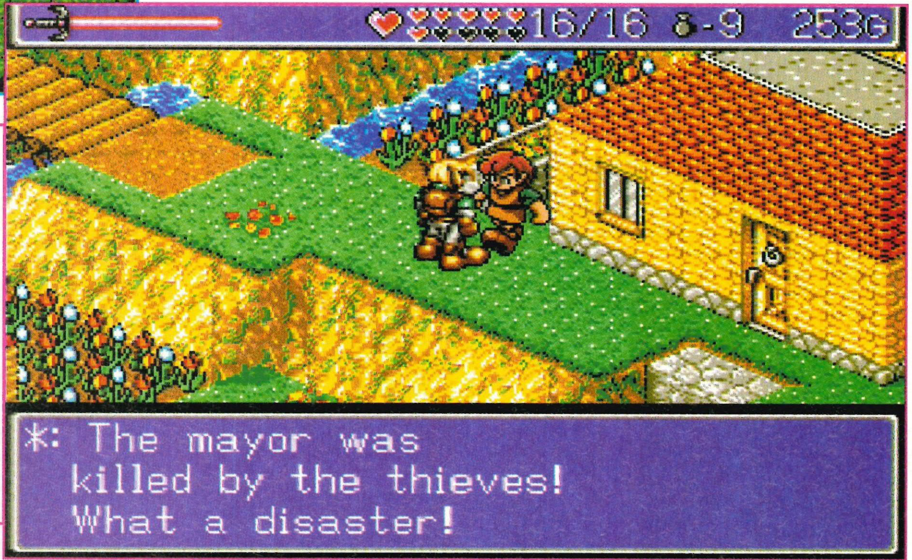


➲ TREE WARPS 1

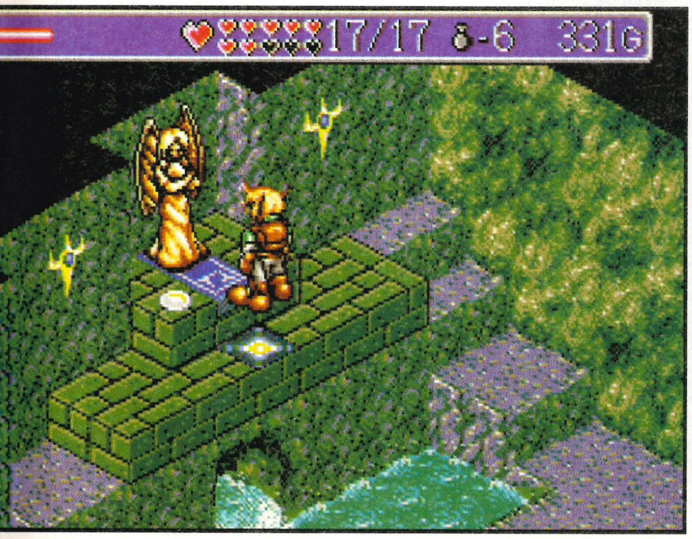
With your new armament, leave Kado and head back to the road. Keep going west and you come to an intersection with a road sign, and two large trees. Remember this spot later, because you need to enter the larger of the two trees to activate the tree warps in the game.

➲ RYUMA

You can't get into Mercator yet, nor can you achieve much at the witch's house which is on the road to Mercator, so head for Ryuma instead. After buying whatever supplies are necessary, go to the house to the north of the village. There is a narrow path along the back of the house where you find a boy who is eavesdropping on the conversation going on inside. Confront him and he tells you what's going on, so you can then enter the house and talk to the people inside. They want you to rescue the mayor who has been kidnapped by thieves, so head east to the dock and board the raft to sail to their cave hideout.



*: The mayor was
killed by the thieves!
What a disaster!



➲ THIEVES' HIDEOUT

The thing to do once you arrive is to keep heading upward whenever the opportunity arises. At the top of the hideout you'll find the source of all the waterfalls, on top of which is a statue of the goddess. Standing in front of the goddess statue restores all your energy (this works with any goddess statue, anywhere in the game), but pushing it towards the wall blocks off the waterfall, so you can then head back down to the very first room and explore the caves which were previously hidden by water.

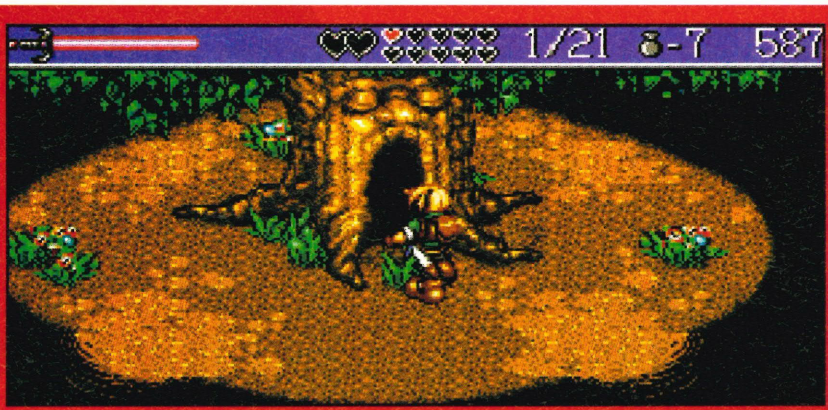
In one room there is a staircase with a gate at the top and a switch at the bottom. To get through, you need to hit the switch and get to the top of the staircase, avoiding the spiked balls before the gate slams shut. This appears impossible, and trying to do it will probably drive you mad, but you can do it. Mind you, seeing as there are only a couple of chests at the top containing a Statue of Gaia and an EkeEke, you may wish you hadn't bothered.

There are two other rooms with some mind-bending jumping puzzles in them to the north of this area. Watch how the platforms move and note that some of these platforms (the yellow ones) are collapsible, so you have to jump across them pretty darned swiftly, or risk falling into the spike-filled death-room below time after time after time.

Once through to the room at the northern end, a gate slams behind you and you're attacked by a knight. He's quite easy to defeat, and once you've done so, the centre of the room disappears and you can fall down to a room with a key in a chest. Go back to the south, up one level, then head west.

Past the room with the steps and the rolling balls is another stepped room full of Taurus Golems. Hit the white one with your sword to open the door and go through, then up the ladder. Defeat the knight, then enter the room on the top of the cliff to rescue the mayor.

In the same room are a bunch of chests. Open them all and you find the lithograph which gives you some information on your quest before being promptly stolen by Kayla, Wally and Ink. Don't worry about getting it back, just go back to the first room in the hideout and take the raft back to Ryuma. Go to the mayor's house and he rewards you with the Mercator safety pass. Leave and go back towards Mercator.



TREE WARPS 2

Go back to the intersection, and walk into Tibor, the larger of the two trees you saw before. Tibor asks you to clear out an infestation inside it, so step through the hole and into the maze of rooms inside. This isn't too tough to beat, and once you escape Tibor activates the network of tree transporters.

MERCATOR

Once you reach Mercator, the guards still refuse to let you in unless you bribe them. In fact, you can just say no and they let you in anyway.

The first real stumper of a puzzle in this game is how to get inside Duke Mercator's castle, because there seems to be no way to progress. What you have to do is talk to everyone in the entire town, and once you've done that, go to the fountain by the eastern side of the castle moat. If you've spoken to everyone, there should be a little girl there. Talk to her and you see two guards leaving the castle by the door opposite. Follow the red knight, Arthur, to Madame Yard's and talk to the girls at the bottom of the stairs. They still won't let you in, but they advise you to go to the fortune teller's. Do so, and she transforms you into Pockets, the old thief. Return to Madam Yard's and you can go upstairs at last. Talk to the girl upstairs and Arthur bursts out of his room and drags you back inside. Fight him (don't worry, this isn't very difficult), and when he's beaten he invites you back to the castle.

Enter the castle to meet Duke Mercator and two other mercenaries who have been drafted in to help Mercator defeat Mir, the wizard who has been holding the town to ransom. When Mercator tells you about the banquet, leave and explore the castle, making sure you track down Arthur in the guards' quarters on the eastern side of the castle. He tells you that you need to retrieve an armlet from the crypt by the church to get into Mir's Tower. Head west towards the kitchen where you meet a servant who tells you the banquet is ready. Return to the banqueting hall and watch the proceedings, then go to your bedroom for the night.

When you wake up the next morning, leave the castle and head for the crypt.

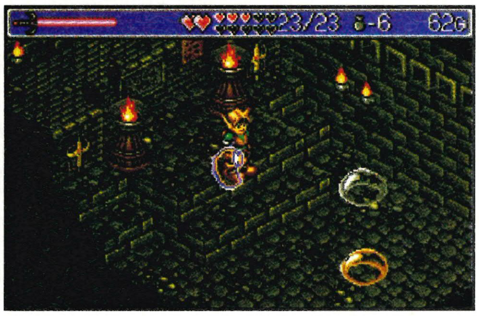
MERCATOR CRYPT

Go down the stairs and into the first room to the west, where you meet The Riddler. After he has told you how to continue, leave the room and enter each of the riddle rooms in turn. When you have solved the puzzle, you hear a sound and the large torches go out. If you mess things up, go out and come back in again.

Room 1: Betty Ross

"Betty stitched a border: yellow, red and white.
If everything's in order, everything's all right."

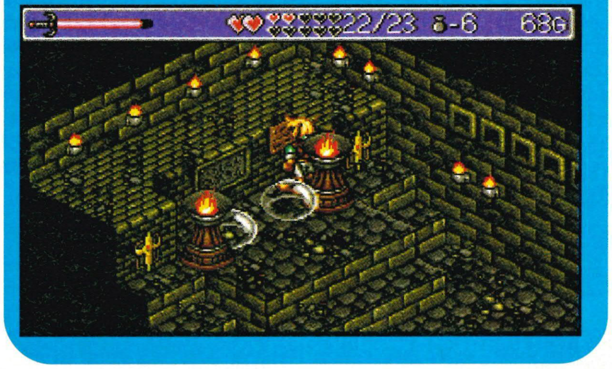
You don't want everything in order in this room, so kill the bubbles in reverse order – white, red then yellow – to solve the riddle.



Room 2: Ruby Silent

"Ruby lived in silence, she never made a sound,
Nor acted out of violence, till they put her in the ground."

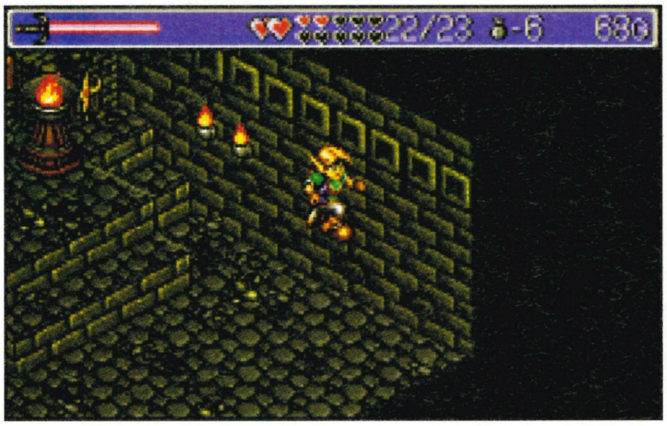
After reading the riddle, don't move. If you're hit by one of the bubbles that drop from the ceiling, you have to leave and come back in again.



Room 3: Jack Skywalker

"Jacky could intuit the way to float on air,
And if you'll just hop to it, he may still be walking there."

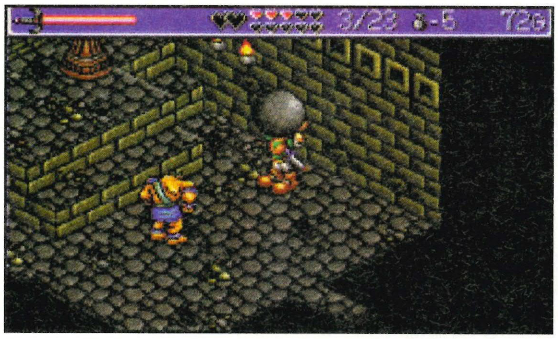
There's an invisible staircase along the north wall of the room. Jump up it and follow the invisible platform around the wall until the torches go out.



➲ Room 4: Maria Hysterica

"Maria was a jealous wife, she threw the pots and pans.
I even think she took a life with a boulder in her hands."

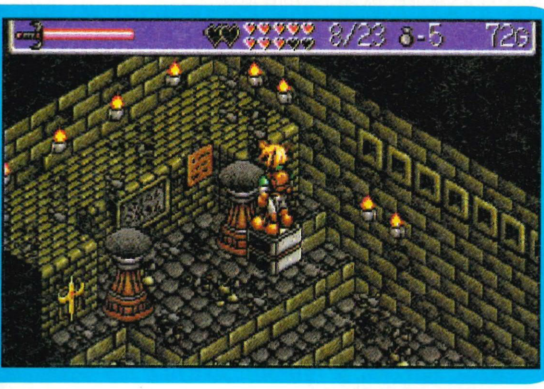
Pick up the boulder and throw it at the orc from a distance to kill it. This is tricky – sometimes it works, sometimes it doesn't, so you may have to keep leaving the room and returning until you get it right.



➲ Room 5: Jim Bright

"Jimmy loved to camp beside a shining light,
Reading books by a lamp is how he got so bright."

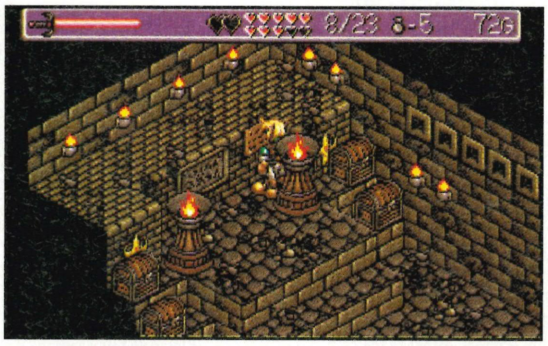
Pick up the switch box and place it right next to one of the torches before stepping on it. Get it wrong and orcs drop down and attack, but if you place it correctly the torches go right out.



➲ Room 6: Larson E

"Larson E had a zeal for things that were not his;
But he found that if you steal, you're sure to fail the quiz."

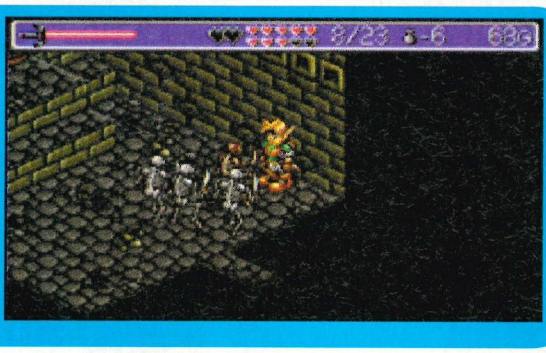
Four chests fall from the ceiling, but if you don't touch them, after a few moments the torches go out. If you do open them you find them empty, and orcs drop down and attack.



➲ Room 7: Dirk the Dark

"Murdering Dirk was abhorred as his victims piled high,
Yet he who lives by the sword will surely by it die."

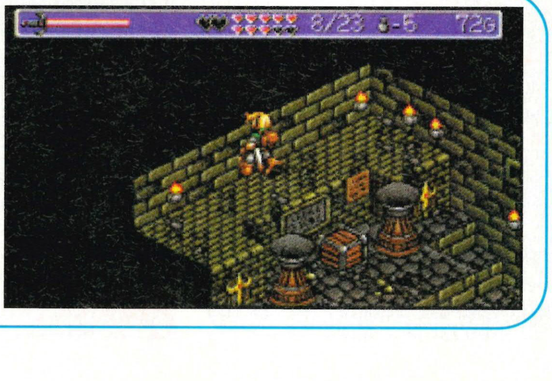
Four skeletons drop down and attack. To solve the riddle, all you have to do is simply kill the brown one.

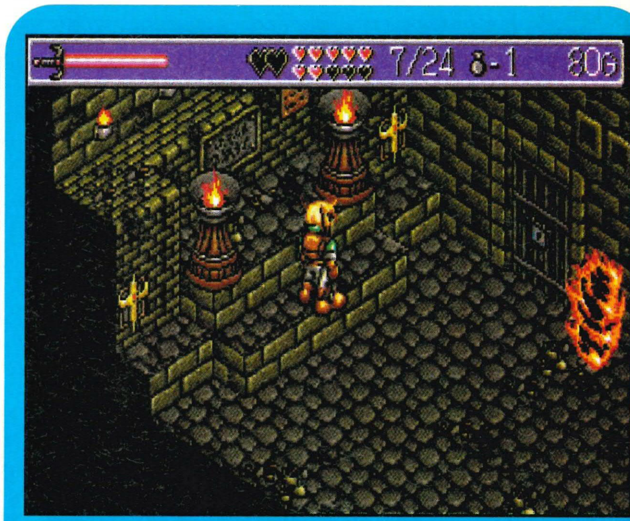


➲ Room 8: Whodini

"Here lies Whodini, magician without peer,
His body was so skinny, he'd turn then disappear."

Pick up the box that drops from above and place it in front of the Whodini name plate behind the two torches. Using the box as a step, jump up to the top ledge and walk through the western wall to solve the riddle.

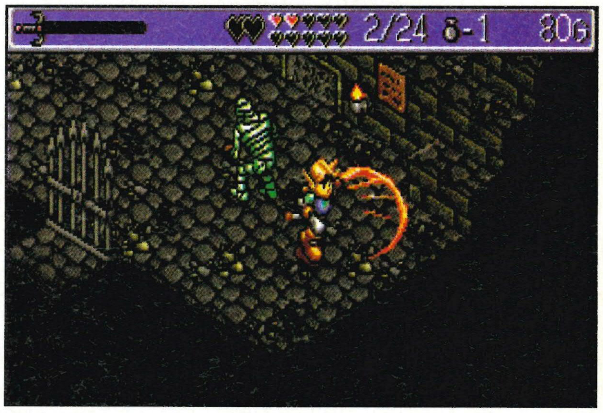




➲ Room 9: Dead and End

"When your heart's desire is on a distant shore,
It takes a ball of fire to open up the door."

Do as Dexter did, but as soon as you've read the riddle and gone to the door, step away from it to avoid the fireball. Stay away from the fireball as it flashes around the room and just before it disappears it hits the gate and opens it.



➲ Room 10: Aside the Shadow

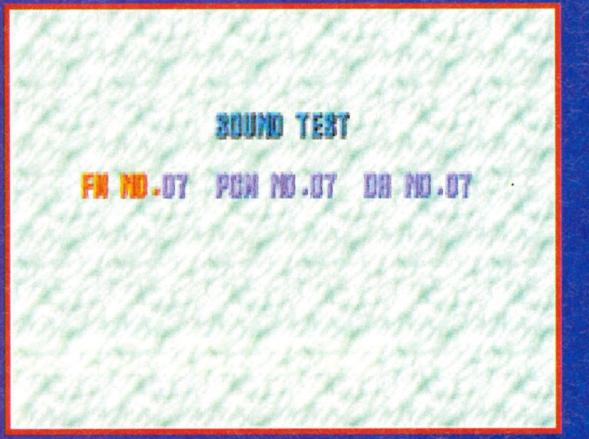
"Evil is beside itself with anger aimed at thee,
But if you step aside with stealth the truth will set you free."

Ignore The Riddler's form, but just keep walking around the room and when you're attacked by something invisible, strike at it and keep striking it until The Riddler dies. Now get the armlet and return to the surface because now you're ready to take on Mir.

NEXT MONTH
More riddling and puzzle-solving in the concluding part of our complete Landstalker solution.

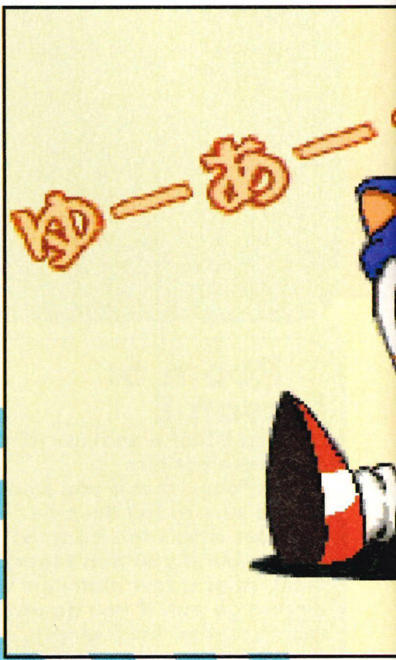
SONIC

Sonic veterans were probably expecting this. A month after every Sonic game has come out, there's always a whole host of cheats published which let you do just about anything to the game. With Sonic CD being on a loads-of-room disc, you'd expect it to have even more of this sort of stuff tucked away than usual, and you'd be right. We've already got hold of a load of secret stuff, hidden screens, special challenges and a level select, and here they all are... just for you.



SOUND TEST

FM NO.07 PCM NO.07 DA NO.07



SOUND TEST CHEATS

"Where is it?" you were no doubt wondering, when you first got your Sonic CD disc spinning. 'Where is that sound test which every previous Sonic game has had, and which is always the key to various secret effects?' We-e-e-ll, scroll through the list on the title screen and you'll find it's not a standard option these days, but we know where it is, and yes, it does still hold the key to various secret effects, so read and learn.

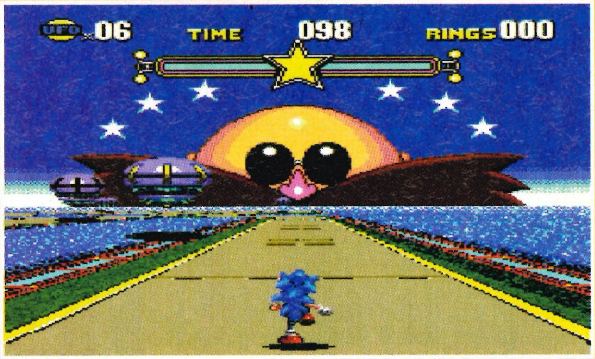
To activate the sound test from the title screen, press: DOWN, DOWN, DOWN, LEFT, RIGHT, A and you get the screen above.

You can either play the FM sound effects (generated by the Megadrive), the PCM sound effects (generated by the PCM chip inside the Mega-CD) or the CD tracks. But that's not all. Dial up the combinations of sounds on this page to get special Sonic art.

SONIC CD
THE HEDGEHOG
TM
© 1993 SEGA

EXTRA SPECIAL STAGE

Set FM to 07, PCM to 07 and DA to 07 to activate this extra special stage, in which Sonic runs towards a giant Robotnik leering over the horizon.



CD

SONIC
THE HEDGE HOG

▲ FM 42, PCM 04, DA 21

ーる
by さんちゃんず

▲ FM 44, PCM 11, DA 09

たのしさ∞
セガ・エンタープライゼス
まぢん 画

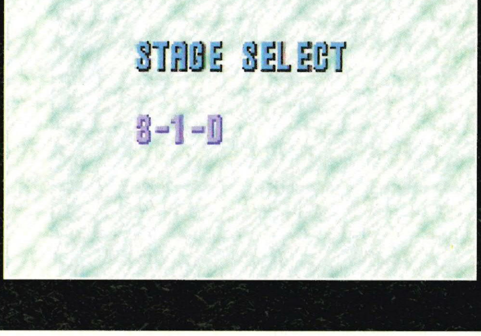
▲ FM 46, PCM 12, DA 25

"The Fastest DJ"
MC SONIC
Can I kick it?
Come in Bad Boys!
K.H

▲ FM 42, PCM 03. DA 01

STAGE SELECT

There's no stage select available from the sound test this time, but you can get one just by hitting this combination of keys on the title screen. Holding down B, press UP, DOWN, DOWN. There you go – piece of cake. Just select your favoured zone, act and section. Special stages can also be played using this cheat.

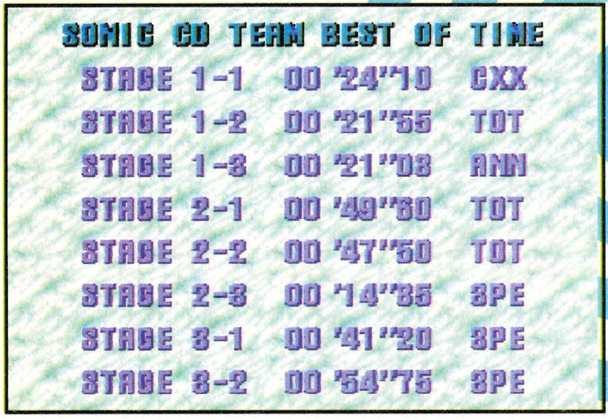


STAGE SELECT

8-1-D

SONIC CD TEAM BEST SCORES

Want to compare your hedgehog-driving prowess with that of Sonic's creators? You can check the Sonic CD Team's record times onscreen with this simple trick. On the title screen, press RIGHT, RIGHT, DOWN, DOWN, UP, C and there they are!

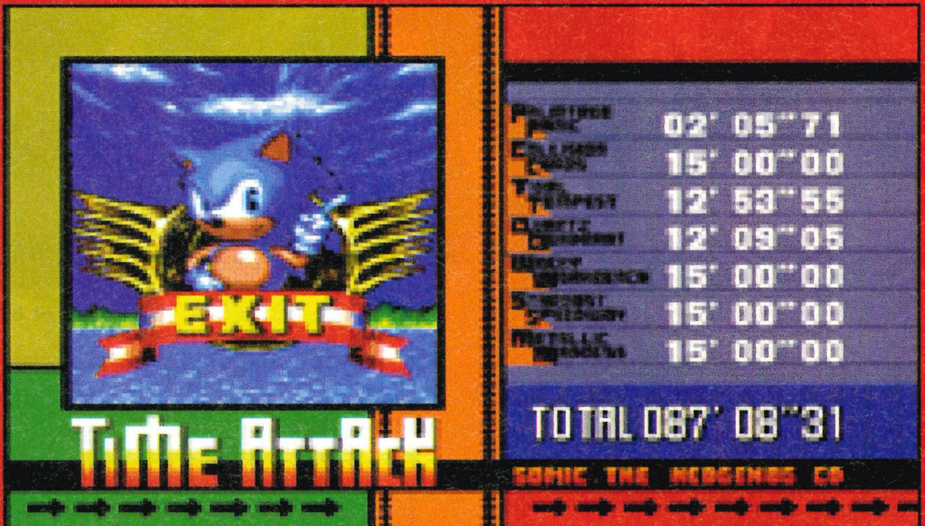


SONIC CD TEAM BEST OF TIME

STAGE 1-1	00'24''10	CXX
STAGE 1-2	00'21''55	TOT
STAGE 1-3	00'21''03	ANN
STAGE 2-1	00'49''60	TOT
STAGE 2-2	00'47''50	TOT
STAGE 2-3	00'14''35	SPE
STAGE 3-1	00'41''20	SPE
STAGE 3-2	00'54''75	SPE

TIME ATTACKS REQUIRE SKILL SHOCK!

To get these hidden gizmos going, you don't just need to be good at pressing key combos – you actually need to be pretty hot at the game, for a change!

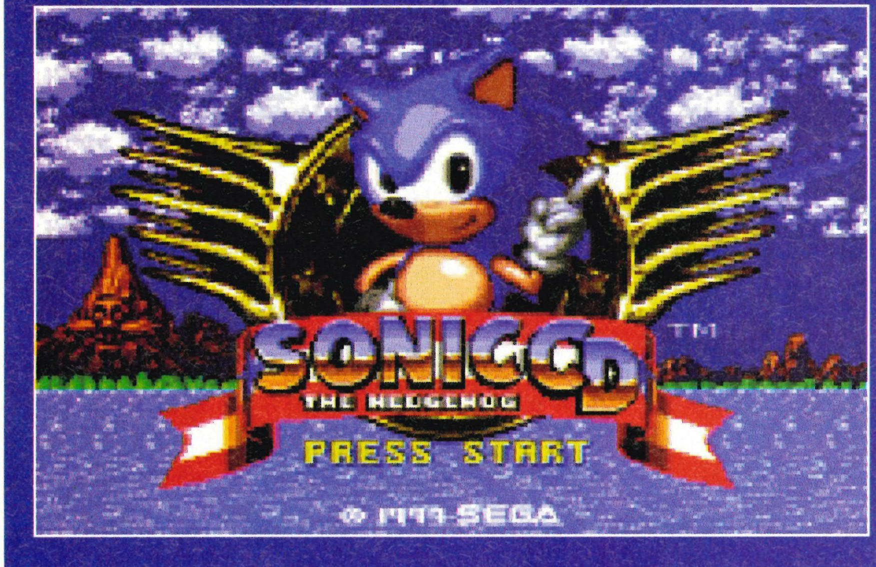


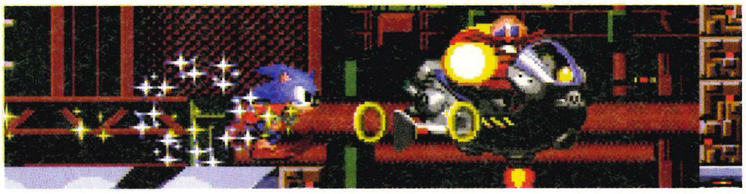
02' 05''71
15' 00''00
12' 53''55
12' 09''05
15' 00''00
15' 00''00
15' 00''00

TOTAL 087' 08''31

LITTLE FLUFFY CLOUDS

On the title screen, hold down A and press UP, DOWN, DOWN, DOWN, DOWN, UP. Aaaaaaah!



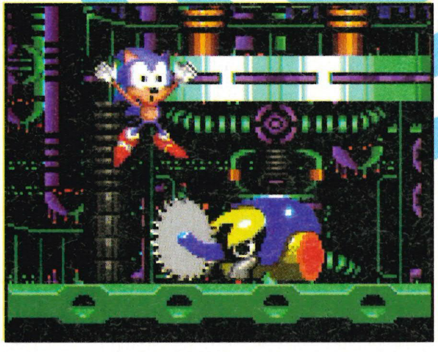


SPECIAL ZONE TIME ATTACKS

If you can complete all of the regular Time Attacks in less than 30 minutes, 21.05 seconds, you can have a go at Time Attacking the special stages.

DA GARDEN

The DA Garden option appears on the title screen when you complete ALL the Time Attack challenges in less than 37 minutes, 27.57 seconds, so the TOTAL at the bottom of the Time Attack screen has to read less than 037'27''57.



VISUAL MODE

The last of the three Time Attack cheats is the Visual Mode option, which lets you check out the opening cartoon sequence, as well as the Good Ending (which appears when you complete the game with all the Chaos Emeralds) and the Bad Ending (which appears when you don't). There's also a lovely piece of Sonic artwork for you to admire.

Anyway, the reason we say that this is the last of the three Time Attack cheats is partly because we haven't got any more to tell you about, but mainly because to access it you'll have to be super-good at the game and complete ALL the challenges in less than 25 minutes and 46.12 seconds, so the TOTAL at the bottom of the Time Attack screen has to read less than 025'46''12.

£ MEGASELL

FOR SALE -

C64 old version with two joysticks, 44 games on tape including shooting, racing, platform etc. User and games manuals included. Must sell for £75 ono. Ideal for Xmas.
Karl James, 45 Old Road, Stone, Staffordshire, ST15 8JE
Tel: 0785 815107

Cyberball on Mega Drive for sale, all bids considered. Also, will swap Sonic 2 for X-Men.
John McGurk, 97 Berwick Road, Greenock, Renfrewshire, PA16 OHL

For sale: Mega Drive boxed, two control pads, 8 games including Sonic 1 and 2, Ecco, Super Kick Off, EA Hockey, Kid Chameleon, Strider and Streets Of Rage. Excellent condition, will accept no less than £250, worth £365.
Stephen Klapdor, 33 Centenary Crescent, Norton, Stockton-On-Tees, Cleveland, TS20 2JN

For sale: PGA 2 and John Madden '93 at £25 each ono, or swap for Micro Machines.
Ian Nicholson, 14 Forcefield Road, Cullompton, Devon, EX15 1QP
Tel: 0884 33611

For sale: US RBI 4, UK Corporation £20 each. JAP Crackdown £10. Issues 1-9 of MAG £15, issues 3-24 of Sega Pro £35. Issue 1 £10. Swaps considered especially Road Rash II, Bulls vs Blazers, Cool Spot, T2, Tiny Toons, Sonic 2 games or magazines.
James
Tel: 081 778 2678

For sale: Mega Drive, two pads, 12 games including Sonic 1 and 2, Ecco, Desert Strike, Lemmings, Robocod, Road Rash. All boxed £300 ono.
Paul Dalton, 12 The Gables, Aston Cantlow, Solihull, West Midlands, B95 6JD
Tel: 0789 488205

For sale: Super Kick Off £25, 688 Attack Sub £15, Spiderman £11, John Madden '93 £23, ESWAT £15.
Kevin Gunther, 54 Weatherill Street, Goole, Morth Humberside, DN14 6EH
Tel: 0405 761893

For sale: Ecco The Dolphin for Sega Mega Drive, great condition, £27.
Stephen Paxford, 37 Clarkes Lane, Willenhall, West Midlands, WV13 1HT

For sale: A Turbo II joypad, good condition, still boxed will sell for £7. Also, Football table sell for £5.
Alex Stanton, 96 Westway, Bournemouth, Dorset, BH9 3DZ
Tel: 0202 512593

For sale: Lotus Turbo Challenge for Mega Drive, boxed with instructions, good condition, £20.
Robin Fisher, Ardrnhor, Whiting Bay, Isle Of Arran, KA27 8QP Tel: 0770 700394

Mega Drive for sale with two Turbo joypads and 13 games including Ecco, Road Rash 2, Streets Of Rage 2, World Of Illusion, Speedball 2, Thunderforce IV, Aliens 3, Super Monaco 2 etc. All for £370 ono or swap for Amiga 1200.
Rajeev Sareen, 355 Lady Margaret Road, Southall, Middlesex, UB1 2PZ
Tel: 081 578 2671

Mega Drive games for sale between £13-£20. Super Hang-On, Golden Axe and Streets Of Rage.
William Evans, 24 Crediton Hill, West Hampstead, London, NW6 1HP
Tel: 071 435 1939

Mega Drive games for sale. Gynoug, Crack Down, Universal Soldier, Spiderman, Wonderboy 3, Shadow Dancer, £10 each. Rainbow Islands £30, Quack Shot, Mega Games 1, Lemmings, Tiny Toons, Wrestlemania £20 each.
Shao Chan, 363 Stone Road, Stafford

Mega Drive games for sale - Mortal Kombat, Micro Machines, Flash Back, Road Rash 2, Jungle Strike, Cyborg Justice, Sonic.
George Vedmore, 6 Towerleaze, Knoll Hill, Sneyd Park, Clifton, Bristol, BS9 1RU
Tel: 0272 687882 after 5pm

Mega Drive games for sale - Shining Force, Uncharted Waters, Romance Of The Three Kingdoms, Super Hydlide, Devilish.
G. Pearce, 8 Oldbury Road, Chertsey, Surrey, KT16 9JB
Tel: 0932 565079

Mega Drive games for sale, all excellent condition. Ecco £30, Tiny Toons £30, Sonic 2 £20, Desert Strike £20, Batman £20, Afterburner 2 £15, Sonic £15.
Mark Firman, 17 Old Rectory Walk, Capel St Mary, Ipswich, Suffolk, IP9 2HX

Mega Drive/SNES games. Alien 3, Sonic 2, PGA, Tazmania, LHX, Ecco, Desert Strike, Tailspin, James Pond, F22, Fantasia, Quackshot, European Soccer, Terminator, World Of Illusion, Dragon's Fury, Speedball 2, Basketball, plus others £25 each.
Ryan Fellows, 300 Lichfield Road, New Invention, Willenhall, West Midlands, WV12 5BX
Tel: 0922 403699

FREE!!!

This month we are changing the Megasell format. As from this issue all classified adverts will be FREE! Yes that's right, no longer will we require a £1 fee for your message instead all you have to do is fork out the cash for a stamp.

WANTED -

Mega Drive games - UK Chase HQ 1 and 2, also 'Cisco Heat. Fully boxed with manuals. Also have Road Rash 2 to swap for Sonic 2. No personal callers or clowns.
Richard Scott, 2 Crown Buildings, 7 Durham Road, Birtley, County Durham, DH3 1LG

Outrun for Mega Drive, must be in fairly good condition and an OK price due to its old age. Also, Tempest arcade machine wanted. Does anyone have these? Please help!
Darren Payne, 41 Long Close, The Slade, Oxford, OX3 8TT
Tel: 0865 777685

Wanted, Lemmings or Outlander. Offered, PGA Tour Golf. Must be in mint condition for swap.
Adam Conrad, 6 Chestnut Drive, Coxheath, Maidstone, Kent, ME17 4QX
Tel: 0622 744325

SWAP -

I will swap my Mickey & Donald, Streets Of Rage 2 or Flashback for your Budokan, Fatal Fury or Mutant League Football.
Michael Pucek, The East Wing, Bayham Abbey, Lamberhurst, Kent, TN3 8BG
Tel: 0892 890886

I will swap my PGA II for your WWF, Olympic Gold or Summer Challenge. Must be fully boxed with instructions. My PGA II is only six weeks old with instrcutions and box.
Barry Rabbitt, Raynestolan, Dunshaughlin, Co. Meath, Eire

I would like to swap Buck Rodgers and Moon Walker for a Pro Action Replay.
Peter Thomas, 2 Skeffington, Whiston, Knowlsey, Merseyside, L35 3JQ
Tel: 051 493 1610

Mega Drive games to swap: Mortal Kombat, Sunset Riders, Road Rash, Strider, Revenge of Shinobi, Streets Of Rage, Magical Hat, Robinsons Supreme Court, Fantasia and more. Or for sale from £10.
Daniel Masters, 30 Stuarts Green, Off Redlake Drive, Pedmore, Stourbridge, West Midlands, DY9 OXR
Tel: 0562 883516

Mega Drive games to swap: Jurassic Park, Streets Of Rage, John Madden Football and Sonic for Taz, Flashback, Euro Club Soccer or Terminator 2. Will sell.
Stuart Campbell, 2 Cochrane Place, Windlesham, Surrey, GU20 6ED

Swap Fantasia, Road Rash, Rolo, Italia '90, Castle Of Illusion, Robocod, Altered Beast for Afterburner II, Monaco GP 1or 2, Ghouls 'n' Ghosts, EA Hockey or NHLPA '93, Speedball 2, Kick Off, Chuck Rock, Rainbow Islands, Fatal Fury, Leaderboard (UK or US versions).
Paul Dalton, 12 The Gables, Aston Cantlow, Solihull, West Midlands, B95 6JD
Tel: 0789 488205

Swap my Mega Drive II, two joypads, Tazmania, Thunderforce IV, Atomic Runner, Phelios and £50 for your Amiga 1200.
Eddy Parchment, 55 City Road, Edgbaston, Birmingham, B16 OHL
Tel: 021 454 9160

Will swap Turbo joypad for standard Sega joypad in working order.
Christopher Brown, 76 Octavia Terrace, Greenock, Scotland, PA16 7PY
Tel: 0475 84933

WWF Wrestling (Mega) good condition, will swap for a good game or sell for £19.
Jacob Davidson, 13 St Pauls Road, Balsall Heath, Birmingham, B12 8NG
Tel: 021 440 3640

PENPALS -

12 year old boy looking for 11-13 year old girl. I enjoy Sega, Basketball and listening to music. Please, somebody reply!
Daniel Irons, 11 Blaen Wern, Myodleton Park, Denbigh, Clwyd, North Wales, LL16 4AW

16 year old Aussie male looking for male and female Sega freaks as penpals. All letters will be anwered, so get writing!
Quintin Graham, 5 Cheetham Court, Bundaberg, Queensland, Australia, 4670

Happy, wierd and a gaming nut! If you're female, 16-25 and those three words describe you then write to me. Your photo gets mine but looks do not matter at all.
Mr Gavin Cheadle, 53 West Parade, Dunstable, Beds, LU6 1EN

If you want to have penpals from all around the world I'm in the Worldwide Club for penpals. Send details, photo and SAE. Write now and I'll send it to them.
Nicky Kelly, 48 Beechwood Lawns, Rathcoole, Co. Dublin, Ireland

Join the International Penpal Club! Three mags per year, all ages and interests included. Membership fee £5. Send SAE to us today!
The GRC, PO Box 71, Shoeburyness, Essex, SS3 9SF

Dear MegaSell, please print the following message on your Classified Advertisements page.

Catergory: Wanted ○ For Sale ○ Swap ○ Message ○

Message: ....

....

....

....

.... Name: ....

.... Address: ....

....

..........Telephone Number: ....

Send to: MegaSell, MegaTech, 16/17 Hollybush Row, Oxford, OX1 1JH.

- **Welcome to the all new Megasell. No longer do you need to include £1 with your advert. All we require is the proper coupon (a photocopy will suffice) with your message written in BLOCK CAPITALS.**
- **We have moved! Send your Megasell coupons to MEGATECH, 16-17 HOLLYBUSH ROW, OXFORD, OX1 1JH.**
- **Due to deadlines and the back-log of adverts please allow six to eight weeks for your ad to appear in the magazine.**

ATTENTION!

- **Trade adverts will not be printed.**
- **We will not print adverts offering Magicoms or similar disc drive units.**
- **Do not include your phone number if you have no wish for it to be included in the mag.**
- **Under 18's, please ask permission from a parent or guardian to include your phone number**

SUBSCRIPTIONS

SUBSCRIBE TO MEGATECH A

SEGA

ISSUE 26 FEBRUARY 1994 £2.50 US$6.50

MEGADRIVE AND MEGA-CD

MEGATECH

CD Armageddon!

GROUND ZERO TEXAS – Sony's $3 million 'movie' reviewed!

SONIC 3
Massive SIX page preview!!!

SHOWTIME U.S.A!
SEVEN pages of exclusive news & gossip!

PRINCE OF PERSIA
Domark's all new cartridge version

INSIDE: FIDO DIDO ● TERMINATOR CD ● CASTLEVANIA ● BEAUTY & THE BEAST ● MAD DOG McCREE ● MONKEY ISLAND CD ● IMPOSSIBLE MISSION ● UNCHARTED WATERS ● AWESOME POSSUM ● SKELETON CREW ● WINTER OLYMPICS + MANY MORE!

GOT A MEGA CD? YOU NEED MEGATECH

D GET 2 ISSUES ABSOLUTELY FREE!

WINTER OLYMPICS

GROUND ZERO TEXAS

MegaTech is the best MegaDrive and Mega-CD magazine that money can buy!

Sign up as a MegaTech subscriber and you'll get even more value for money from your favourite games mag. This is how it works

YOU PAY FOR 12 ISSUES
YOU GET 14 ISSUES

It's that simple – no strings, no fine print no extra mailing charges - just 2 free issues!

SUBSCRIPTION RATES

12 Issues (+2 free) United Kingdom £30

12 Issues (+2 free) Europe (Air mail) £44

We suggest that overseas readers pay by International money order. Subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect the first available issue after that.

MegaTech subscriptions, Maverick Magazines Ltd,
16-17 Hollybush Row, Oxford OX1 1JH.

I would like to subscribe to MegaTech for 12 issues and get a 13th and 14th issue free of charge.

Name ....

Address ....

....

....

....**Post Code** ....

I enclose a cheque / postal order made payable to Maverick Magazines Ltd for:

£ ....

VS MODE

FOOT

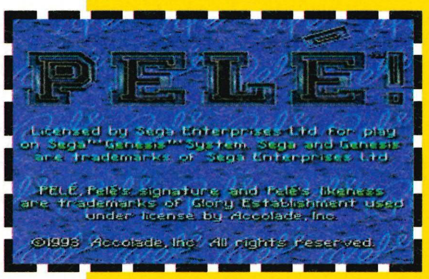
Never let it be said we're a nation of slobs - we're just more sensible these days. Your average member of Joe Public has now cottoned on that the best way to enjoy a competitive sport like football is to tottle off down the Arsenal once every two weeks then spend the remaining time parked in front of your Megadrive blasting balls past

FIFA INTERNATIONAL SOCCER

Electronic Arts

From the creators of the John Madden's and EA Hockey series of games, comes the latest football sensation to hit the Megadrive. Hook up to the EA Four-way play adaptor and you and three mates can kick each other's shins off without picking up so much as a greeny-blue bruise in the process.

FIFA INTERNATIONAL
SOCCER
© 1993 Electronic Arts
Licensed by
Sega Enterprises Ltd.



Licensed by Sega Enterprises Ltd for play on Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd

PELÉ, Pelé's signature and Pelé's likeness are trademarks of Glory Establishment used under license by Accolade, Inc

©1993 Accolade, Inc. All rights reserved.

PELE

Accolade

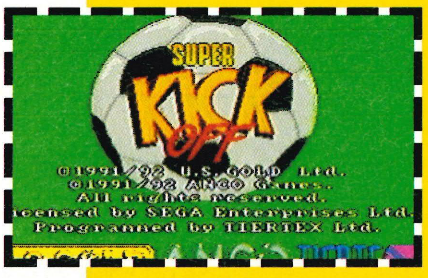
Accolade's recent foray into the football market features the input of arguably the world's greatest ever footballer. Very similar to FIFA with it's league/play-off system and for it's 'Desert Strike' type view of the action. The teams are about as old as Pele, older even, or even dead! Ha ha!

SENSIBLE SOCCER

Renegade

When it was released on the Amiga, Sensible Soccer was widely acclaimed as the best football game ever. So how does it match up to the console competition? You'd better read the rest of the article to find out.

Sensible
SOCCER
NATIONAL TEAMS
CLUB TEAMS
CUSTOM TEAMS
OPTIONS



©1991/92 U.S. GOLD Ltd.
©1991/92 ANCO Games.
All rights reserved.
icensed by SEGA Enterprises Ltd.
Programmed by TIERTEX Ltd.

SUPER KICK OFF

US Gold

This is the game which paved the way for modern football sims. It wasn't the best looking, but it had unbelievable gameplay for its time. That was a few years ago, though, and there's a posse of new boys in town.

TBALL

the best teams the world has to offer.

There's only one catch: with so many football games now on the market, which one is really going to let you fulfil your delusions of George Best-hood? Just let your fingers do the walking over the next few pages to find out which one's best for you.

GRAPHICS

There's nothing like the good seats at a football match, especially if you can blag your way into an executive box. The same thing applies to Megadrive football games, you want to see what's going on to feel part of the action.

FIFA INTERNATIONAL SOCCER

It's a no contest as far as this game's concerned. The graphics are miles in front of the rest of the field. The level of detail is superb, from muddy gouges in the pitch to the fantastic player animation. Every bone-crunching tackle and blistering free kick looks fantastic and the attention to detail is stunning. It's hard to imagine what more they could have done with the graphics. 5/5

PELE

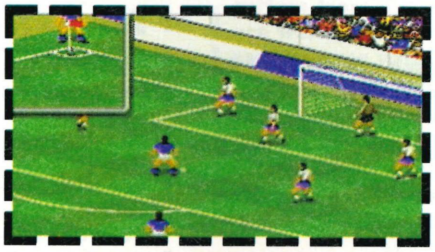
A very poor relative of EA's superb game representation. Dodgy looking and moving sprites, bland colours, dodgy scrolling and some pointless, grainy, digitised sequences. The crowd isn't up to FIFA's standards and the players don't have half the character that those in FIFA display. Run both games side by side and this looks about ten years older. 2/5

SENSIBLE SOCCER

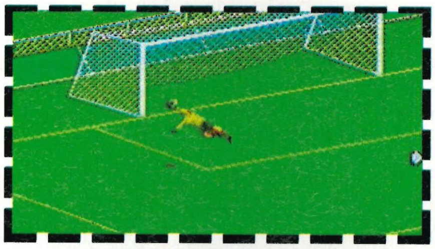
Despite boasting THE smallest sprites of any game, Sensi's minuscule players are still surprisingly well animated. These little 8x8 pixel players dive and slide equally as well as theri rivals - which is just what you need. See, size isn't important, after all... 2/5

KICK OFF

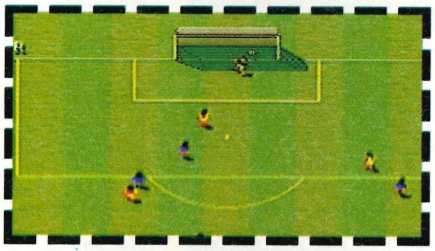
This game fares marginally better than Sensi when it comes to graphics. The sprites are slightly larger, but the downside is that they don't seem quite so well animated. 2/5



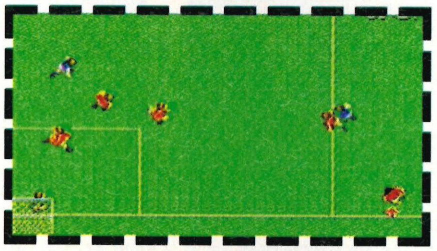
▲ FIFA: Oh no someone's been impaled on the corner flag – looks painful to me



▲ PELE: Even Pele would have trouble getting one past this levitating goalie



▲ SENSIBLE: For those of you watching in black and white Chelsea are in blue



▲ KICK OFF: Football tends to involve a lot of running around and kicking

REALISM

It may be football without the knocks, but that doesn't mean it shouldn't be at least a little like the real thing. When you shell out for a football game you want something that's going to resemble the sport.

FIFA INTERNATIONAL SOCCER

Short of having ten men jump on you every time you bang a goal in, you won't get more realistic than this. When players are waiting for a corner they start shoving each other around for position, crock someone with a sliding tackle and they'll roll around Euro style trying to get the offending player booked. Amazing stuff. 5/5

PELE

With Pele's influence, Accolade have got a good idea of the game and tried to implement it. Lot's of legging it down the wings before putting a cross onto your star striker's bonce, YEEEEESSSSSS! Sorry, where was I? It's a good idea, but it doesn't work well enough and is far too difficult for a mere mortal to perform, unlike the computer which does it with annoying ease. Some Americanisms written into the rule book also spoil the enjoyment somewhat. 3/5

SENSIBLE SOCCER

There's not much realism in this game to speak of. The term banana shot is redefined, as the aftertouch lets you bend the ball one way then back on each shot. Similarly, the day real players run as fast as these little guys is the day they warrant their huge pay packets. 2/5

KICK OFF

Although it covers the same format as Sensi, Kick Off comes across as a little more realistic - simply because the players aren't quite so fast. However, in terms of skill, it's a little behind. 2/5

SHOTS

If there's one thing we've got in this country it's excellent strikers. As such, you've got every right to expect a darn good array of shots to help you reproduce the amazing work of players like Ian Wright and Alan Shearer.

FIFA INTERNATIONAL SOCCER

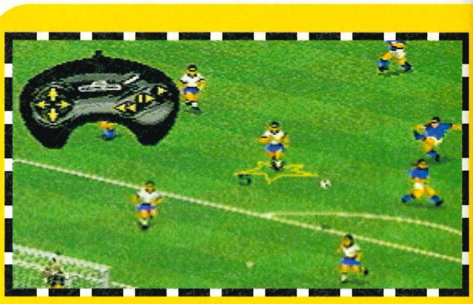
There's an awesome arsenal of net busters open to any player who gets within 30 yards of the goal. Bar punting the ball from long range, there's an excellent array of headers and overhead kicks, along with a generous amount of aftertouch. 5/5

PELE

None at all, as the game encourages the wing play/cross/header a bit too much, making scoring opportunities with shots almost non-existent. When you do get a shot in, the super-human goalkeeper's usually save it anyway. We're as sick as parrots, really we are. 1/5

SENSIBLE SOCCER

You're limited to one type of header and a single type of kick in this game, but you can apply an aftertouch so evil it makes it could make the Pope look like Genghis Khan. Shots can be curled in from almost any angle, whipping the ball past the keeper at the very last second. Fortunately even the shortest defender can unload with an excellent diving header - and as for the sliding shots... 4/5



▲ FIFA: Must be very distracting having that star following you

KICK OFF

The basic control problems found in this conversion makes setting passes up rather too tricky. There are a few sure-fire ways to score and when you've discovered these, it soon loses its appeal. 2/5

PLAYABILITY

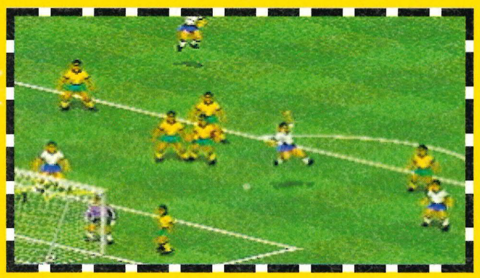
It doesn't matter how good a game looks if it doesn't play well, when you splash out 50 sovs for a cart, you want something that'll keep you going until the new season starts at the very least.

FIFA INTERNATIONAL SOCCER

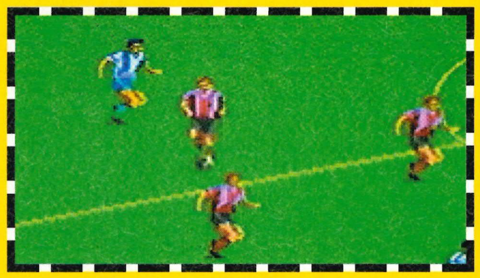
In one player mode this is incredible, but when you've got three of your mates scrapping it out as well FIFA is amazing - if a little confusing at times. The controls are slick, although the computer usually selects the best shot for a player, so it doesn't always feel like you're in complete control of your team. 4/5

PELE

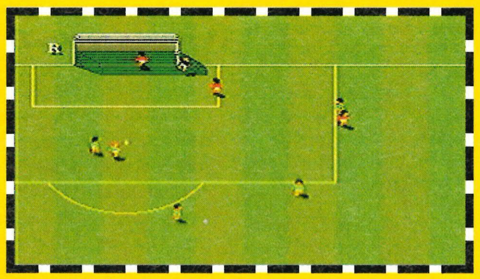
Frustrating, difficult to control - I could go on. Pele might have made a really good game had a little more time been spent on it's development, a problem which some



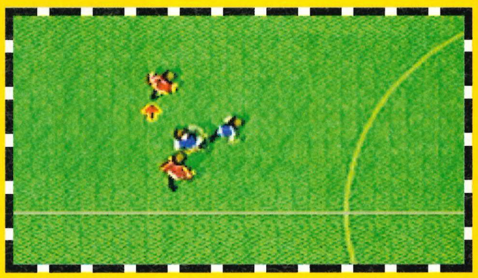
▲ FIFA: More mad and frantic goal mouth action of the type that... you get the idea



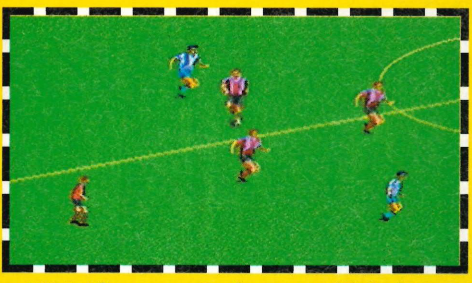
▲ PELE: The players look luvely in their bright strips – bet they use Daz Ultra



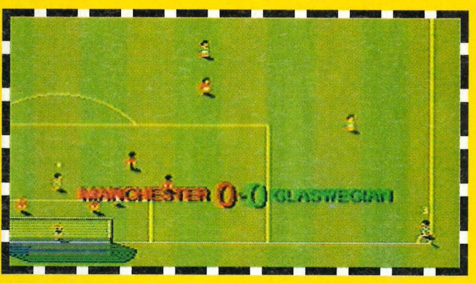
▲ SENSIBLE: The reader who writes the best caption for this pic will win an incredible...



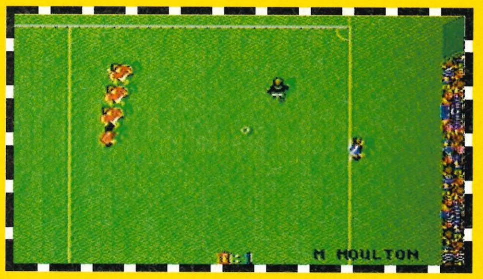
▲ KICK OFF: Four footballers battle it out for the er, um, ball and its very exciting



▲ **PELE:** Place your X where you think the ball should be and send your coupon to...



▲ **SENSIBLE:** Ummm, you know its very hard captioning a grab like this



▲ **KICK OFF:** Its cover your nuts time for United as they form a defensive wall

dodgy and unfamiliar rules coupled with an incorrect and annoying offside rule make glaring obvious. A surprise really, seeing as Pele helped with the development. **2/5**

SENSIBLE SOCCER

It may not look good, but Sensible Soccer plays like Man United on a good day. The action is fast and furious and once you've played a few games you realise just how good this is. Sometimes it's difficult telling just who has the ball, which leads to some very confusing incidents, but for high-speed playability this delivers. **5/5**

SUPER KICK OFF

Like Sensible Soccer, Super Kick Off is extremely fast. However, the finicky controls stop the game flowing as well as it should, and this makes for some extremely frustrating on-field moments. **2/5**

CONTROLS

Just how easy it is to control the players is one of the most important factors of a football game. With ten outfield players and the goalie to control, the last thing you want is to be fumbling around trying to fight the right move.

FIFA INTERNATIONAL SOCCER

Just to make sure you know what button to press to unleash a net-buster there's a feature which puts a joypad graphics in the top-corner of the screen showing you what the buttons do. The passing and shooting are easy to control and, as the computer usually picks the best shot for you, even Sunday-league players should be able to outperform internationals. It has to be said, though, that it never seems like you're in full control... **4/5**

PELE

Awful almost all of the time I'm afraid. Pele suffers from the same problem as FIFA - there are times when the computer takes complete control over your team for a second or two. Where this happens infrequently ith FIFA, in Pele the problem occurs again and again, leaving you looking at three of your players attempting to head a ball that you want to volley past the keeper. **1/5**

SENSIBLE SOCCER

Sensi's control system matches its speed perfectly, which is just as well. Unlike Kick Off, which leaves some players thumping their joypad in frustration, Sensi's ball control is a lot easier to get to grips with. Tackling is too easy, though, as all you have to do is walk into the player who has the ball to dispossess him. **4/5**

KICK OFF

The hardest part of controlling your players in Kick Off is getting them to keep hold of the ball. As they run they push the ball a few feet in front of them, and if you turn too quickly you'll end up running away from the ball, which leads to many embarrassing moments, especially if you're in your own penalty area. **2/5**

FULL TIME

	GRAPHICS	REALISM	SHOTS	PLAYABILITY	CONTROLS
FIFA INTERNATIONAL SOCCER	5	4	5	4	5
PELE	2	3	1	2	1
SENSIBLE SOCCER	2	5	4	5	4
KICK OFF	2	2	2	2	2

FIFA INTERNATIONAL SOCCER

It may be the newest game on the scene, but FIFA's slick graphics, professional programming and all-round excellence put it miles ahead of anything else. If you're after a footy game, this is the one you should go for - it makes the rest look exceedingly second rate. It's also worth shelling out for the four-way player adaptor, as the game's event more exciting when you've got real human opposition to play against.

23/25

PELE

Apart from using the same view of the pitch, Pele is nothing like as good (or as playable) as FIFA at the end of the day. It may be a funny old game of two halves, but this is one game that was finished BEFORE the ref's whistle and BEFORE a fat lady came on and sang. What she sang? For her supper.

9/25

SENSIBLE SOCCER

Yes, it may indeed look like a Master System game, and it isn't likely to win any awards for realism, but Sensi is the fastest footy game for any machine. The players leg it around likes there's no tomorrow and the passing and shots are easy to control. It's too pricey for what it offers, but by golly it's fun.

17/25

KICK OFF

Well, it may have been a classic once, but these days Super Kick Off seems uncontrollable and annoying. Like Swindon Town, the football is extremely limited and occasionally dull, So dated, it'll be starring in the Antiques Roadshow next year.

10/25

THE CHAMPIONS

FIFA INTERNATIONAL SOCCER 23/25

INFORMATION

READ MEGATECH THE WOR

SEGA ISSUE 26 FEBRUARY 1994 £2.50 US$6.50

MEGADRIVE AND MEGA-CD

MEGATECH

CD Armageddon!

GROUND ZERO TEXAS – Sony's $3 million 'movie' reviewed!

SONIC 3 Massive SIX page preview!!!

SHOWTIME U.S.A! SEVEN pages of exclusive news & gossip!

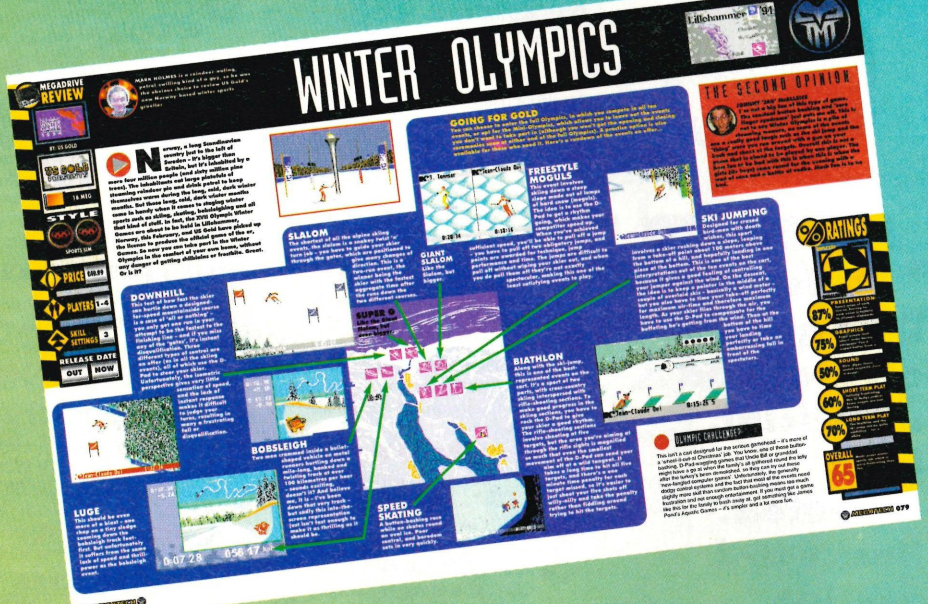
PRINCE OF PERSIA Domark's all new cartridge version

INSIDE: FIDO DIDO ● TERMINATOR CD ● CASTLEVANIA ● BEAUTY & THE BEAST ● MAD DOG McCREE ● MONKEY ISLAND CD ● IMPOSSIBLE MISSION ● UNCHARTED WATERS ● AWESOME POSSUM ● SKELETON CREW ● WINTER OLYMPICS + MANY MORE!

ON SALE NOW!!!

GOT A MEGA CD? YOU NEED MEGATECH

D'S BEST MEGADRIVE MAGAZINE?



WINTER OLYMPICS

GROUND ZERO TEXAS

Now you can read the most informative, exclusive and unbiased Mega Drive information twice a month... From the makers of Mega Drive Advanced Gaming, PC Player and Super Control comes MegaTech - the longest running Mega Drive magazine in the business. Now get your hands on even more information EVERY month!

SUBSCRIPTION RATES

12 Issues (+2 free) United Kingdom £30

12 Issues (+2 free) Europe (Air mail) £44

We suggest that overseas readers pay by International money order.

Subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect the first available issue after that.

MegaTech subscriptions, Maverick Magazines Ltd,
16-17 Hollybush Row, Oxford OX1 1JH.

I would like to subscribe to MegaTech for 12 issues and get a 13th and 14th issue free of charge.

Name ....

Address ....

....

....

....Post Code ....

I enclose a cheque / postal order made payable to Maverick Magazines Ltd for:

£ ....

Fill in this form and hand it to your newsagent to reserve a copy of MegaTech

Dear Newsagent,
Please reserve for me a monthly copy of MegaTech which is available fully SOR from UMD.

Name ....

Address ....

....

....

....

GAME INDEX

Welcome to the MegaTech Games Index, the ultimate buyers' guide for Megadrive and Mega-CD games. We've trimmed off the fatty games, leaving just the leanest examples to give you a balanced gaming diet. So don't get fat, get fit – with the MegaTech Games Index! By the way, the high-scores will be back in a different form, and the entry form is directly below. See it? Good...

NAME:
ADDRESS:
GAME:
DIFFICULTY SETTING:
LEVEL:
SCORE:

GAME:
DIFFICULTY SETTING:
LEVEL:
SCORE:

MEGA-CD GAMES

Disc games official and unofficial, here revealed. Backward writing already enough of this! Forward gear engage!

BATMAN RETURNS
BY SEGA
PRICE: £44.99
REVIEWED: MT 19

The stars of the show here are the amazing 3D driving/shoot 'em up sections, in which the Mega-CD's hardware is used to great effect as you blast the Penguin's henchmen from their vehicles. And you get the (largely unchanged) old cartridge platform batgame too. Excellent!

MT RATING: 94%

BLACK HOLE ASSAULT
BY SEGA
PRICE: £39.99
REVIEWED: MT 14

One or two-player robot beat 'em up with fast action and quite good clanking sound FX. Cyborg Justice is better, though, and that's only a 4-Meg cart.

MT RATING: 61%

DEVASTATOR
BY WOLFTEAM
PRICE: IMPORT ONLY
REVIEWED: MT 20

A robot-based platform shoot 'em up with flying sections bolted on. Basic, 'blast everything in sight' gameplay.

MT RATING: 62%

DUNE
BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23

Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

MT RATING: 73%

ECCO CD
BY SEGA
PRICE: £44.99
REVIEWED: MT 21

CD retune of the underwater puzzling classic. The cartridge game plus: an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround 'surround sound' system. If you haven't got the cart, get this.

MT RATING: 92%

FINAL FIGHT CD
BY SEGA
PRICE: £44.99
REVIEWED: MT 17

The famous one or two-player scrolling beat 'em up gives you all the fun of the arcade game on CD: all the levels, all the characters, all the bonus rounds... and a new time-attack mini-game too! What more do you want?

MT RATING: 94%

HOOK
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

The top-grossing film of 1991 turned into a platform game, in which Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

MT RATING: 80%

JAGUAR XJ-220
BY SEGA
PRICE: £39.99
REVIEWED: MT 16

Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's supercar in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

MT RATING: 87%

KEIO FLYING SQUADRON
BY VICTOR ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 22

Similar in style to Konami's Parodius, this is a scrolling shoot 'em up. Although it doesn't do any special CD tricks, but you do get to play a bunny-girl riding a dragon, and there are loads of weird and wonderful beasties to blast. Good music too.

MT RATING: 90%

KRISS KROSS: MAKE MY VIDEO
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).

MT RATING: 80%

LETHAL ENFORCERS
BY KONAMI
PRICE: £74.99 (WITH 1 GUN)
REVIEWED: MT 22

Operation Wolf-style, into-the-screen shoot 'em up, converted from the arcade game. Your task is to blow away the digitised onscreen terrorists in a variety of locations. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns (and if you've got over £90 to get kitted up with same, of course).

MT RATING: 80%

MICROCOSM
BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 25

'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot 'em up which is enjoyable but just not long-lasting enough.

MT RATING: 60%

NIGHT TRAP
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 17

The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. The aim of the game is to use surveillance cameras to help you trap the Oggers, who are luring attractive young ladies into a house, where they are drained of blood (to be used in making a soft drink). More B-movie shlock than serious shock, the gameplay is mostly trial and error.

MT RATING: 79%

PRINCE OF PERSIA

BY SEGA
PRICE: £44.99
REVIEWED: MT 10

Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the luvly Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required. This CD version would've benefited from more levels, however.

MT RATING: 70%

SEWER SHARK

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

In this fast 3D into-the-screen shoot 'em up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's Game Over.

MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA
PRICE: £44.99
REVIEWED: MT 16

Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.

MT RATING: 79%

SHERLOCK HOLMES II

BY SEGA
PRICE: IMPORT
REVIEWED: MT 21

Same format as the first one, but the three cases are longer, and the game comes on two CDs.

MT RATING: 84%

1993 GAME ARTS

SILPHEED

BY SEGA
PRICE: £44.99
REVIEWED: MT 21

Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.

MT RATING: 94%

SONIC CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 21

More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel capability, but overall, it's a disappointment offering nothing radically new for Sonic-o-philes.

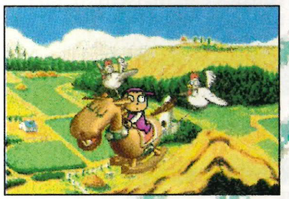
MT RATING: 94%

SPIDERMAN VS KINGPIN

BY SEGA
PRICE: IMPORT
REVIEWED: MT 24

Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus a Q-Surround soundtrack and loads of animated cartoon intermissions.

MT RATING: 84%



SWITCH

BY SEGA
PRICE: £39.99
REVIEWED: MT 19

A very odd Japanese game in which you're presented with all sorts of strange situations and have to press certain buttons to get out of them, on your way through a maze of locations – but you mustn't press the buttons which blow up famous monuments! Crazy Monty Pythonesque humour with over 1,000 visual gags stored on disc.

MT RATING: 90%

THUNDERHAWK

BY CORE DESIGN
PRICE: £44.99
REVIEWED: MT 22

The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot 'em up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, with a raucous rock soundtrack to boot. A real 'must have' for Mega-CD owners.

MT RATING: 91%

WOLFCHILD

BY SEGA
PRICE: £39.99
REVIEWED: MT 16

A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.

MT RATING: 82%

WONDER DOG

BY JVC
PRICE: £39.99
REVIEWED: MT 12

Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but a bit easy to beat.

MT RATING: 82%

MEGADRIVE GAMES

If you're after a game for Sega's 16-bitter, these are the top titles to look out for!

A

AEROBIZ

BY: SEGA
PRICE: IMPORT
REVIEWED: MT 21

An airline management sim for the Megadrive... and it's really good, too. Strategy buffs will cream over this!

MT RATING: 90%

ALADDIN

BY: SEGA
PRICE: £44.99
REVIEWED: MT 23

Probably the most gorgeous-looking MD platform game you're ever likely to see, and very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes, though.

MT RATING: 90%

ALIEN 3

BY ARENA
PRICE: £39.99
REVIEWED: MT 9

Nothing like the film, this puts you in control of a megaweapons-toting Ripley on a platform crusade to waste the aliens and rescue the cocCooned humans. Excellent sound effects, music, graphics and gameplay. Really challenging too.

MT RATING: 94%

ALISIA DRAGOON

BY SEGA
PRICE: £39.99
REVIEWED: MT 4

Become mistress of a multitude of mythical monsters in this lengthy and unusual platform shoot 'em up. Superb graphics + novel gameplay = good fun.

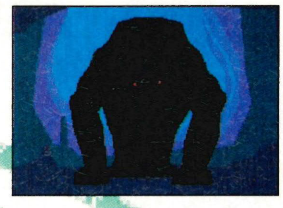
MT RATING: 85%

AMAZING TENNIS

BY ABSOLUTE ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 19

Playable, smart-looking tennis sim with a novel behind-the-sprite. Plenty of strokes to master and opponents to beat, and a two-player mode too, but the guy at the far side won't be able to see very well past the enormous foreground sprite.

MT RATING: 82%



ANOTHER WORLD

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 14

A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot 'em up action is combined make it worth it.

MT RATING: 86%

ATOMIC RUNNER

BY: SEGA
PRICE: £39.99
REVIEWED: MT 10

Bizarre blend of platform and shoot 'em up action – leaping & blasting through alien-infested levels is the order of the day – although the main sprite's a bit weedy.

MT RATING: 80%

AYRTON SENNA'S SUPER MONACO GP 2

BY: SEGA
PRICE: £49.99
REVIEWED: MT 6

Update of the excellent 3D race game, with extra tracks, better sounds, slightly tweaked gameplay and digitised pics of Ayrton Senna looking grumpy. However, F1 World Championship has recently stolen its 'Best MD Racing Game' crown.

MT RATING: 90%

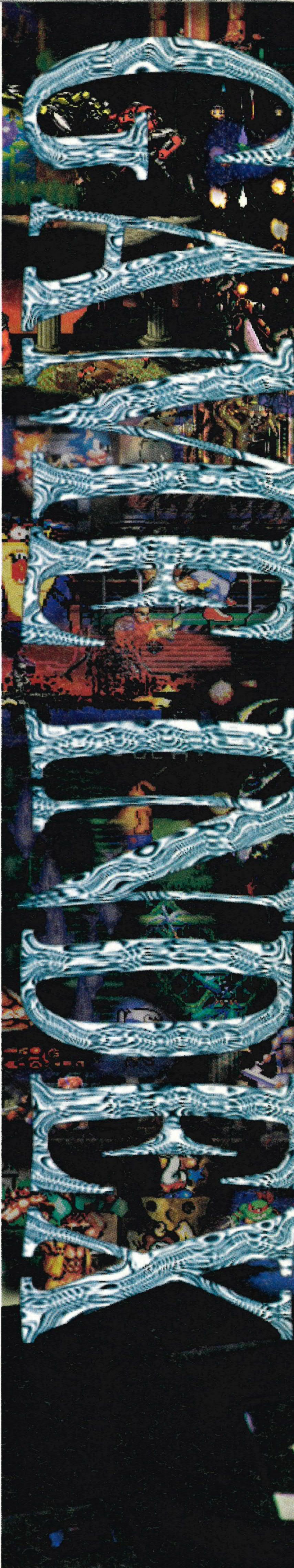
B

BATMAN RETURNS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12

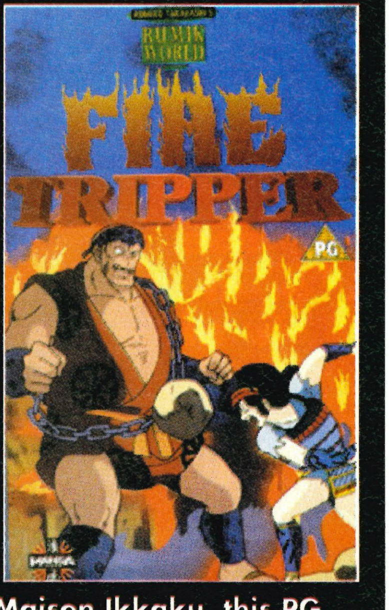
Based on the second Batmovie, this pits the Batman against Catwoman and The Penguin in a variety of platform beat 'em up scenarios with lots of levels and quite a lot to do. Action is v frustrating, though. Not for novices.

MT RATING: 76%



WIN!

FIRE TRIPPER VIDEOS!



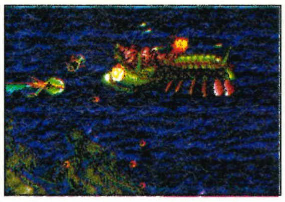
New from those ever-busy peeps at Manga is Rumik World: Fire Tripper – an everyday story of time travel and danger. Created by Rumiko Takahashi, the woman behind Ranma and Maison Ikkaku, this PG tale follows the adventures of a young girl called Suzuko, who is blown 500 years back in time by a gas explosion as she walks through Tokyo. No sooner has she arrived in an ancient battlefield then she is attacked by bandits. However, help comes in the shape of a young warrior called Shukumaru, who also vows to help her get home. Yes, you've guessed it – Manga have given us 10 copies of Rumik to give away. And, as usual, all you have to do is answer the following question correctly:

Rumik sounds a bit like Rubik. What puzzle device was a guy called Rubik famed for?

A. A cube.
B. Scrabble.
C. Cluedo.

Having answered that pathetically simple poser, send yourt answer into:

RUBIK FLAIR COMP,
MegaTech,
Priory Court,
30-32 Farringdon Lane,
London.
EC1R 3AU.



BIO HAZARD BATTLE

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects and other assorted nasty creatures in this one or two player blast featuring spectacularly gross graphics and good extra weapons systems.

MT RATING: 88%

BLOCK OUT

BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: PRE-MEGATECH

A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.

MT RATING: 91%

BUCK ROGERS

BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 4

Role-playing game based on the TSR board game in which you have to lead your six rookie troopers around numerous space scenarios in a quest to vanquish the evil RAM organisation. Lots of gun battles and strategy-based spacecraft battles with a soupçon of puzzle solving, but rather basic graphics.

MT RATING: 88%

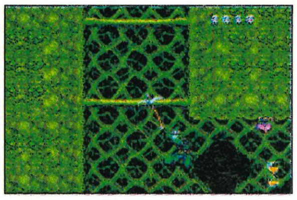
BULLS VS LAKERS

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10

Probably the best of EA's basketball simulations, featuring all the American big name players, complete with their speciality moves. Good graphics and realistic simulation feel.

MT RATING: 80%

C

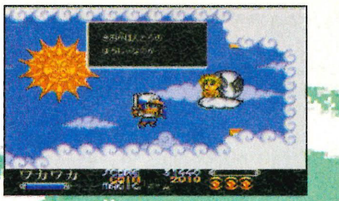


CHAKAN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 15

Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.

MT RATING: 73%



CHIKI-CHIKI BOYS

BY: CAPCOM
PRICE: £39.99
REVIEWED: MT 14

A conversion of the Mega-Twins coin-op in which two young lads go on a platform treasure hunt, swiping at cuddly monsters with their swords and magic weapons, but it lacks the arcade game's excellent two-player mode.

MT RATING: 80%

CHUCK ROCK II

BY: CORE
PRICE: £39.99
REVIEWED: MT 21

Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same brand of humour and prehistoric sprites as the original, but nothing really new.

MT RATING: 86%

COLUMNS

BY: SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

Sort out coloured gems as they fall down the screen in this Tetris-style classic puzzle game featuring hypnotic music and an excellent two-player competition mode. Unputdownable.

MT RATING: 88%

CORPORATION

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 4

A huge 3D adventure with a bit of shooting 'em up, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.

MT RATING: 87%

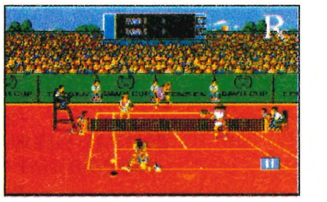
D

DAVID ROBINSON'S SUPREME COURT BASKETBALL

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6

Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action, striking the right balance between realism and fast arcade action.

MT RATING: 83%

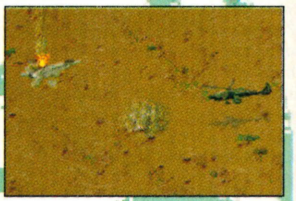


DAVIS CUP TENNIS

BY: DOMARK
PRICE: £39.99
REVIEWED: MT19

The best tenis game on the Megadrive features superfast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to play in.

MT RATING: 90%



DESERT STRIKE

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 3

Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot 'em up with lots of variety, great graphics and terrific gameplay.

MT RATING: 93%

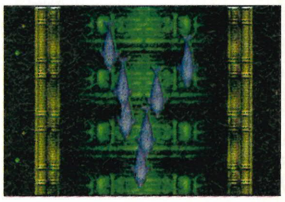
DRAGON'S FURY

BY TENGEN
PRICE: £39.99
REVIEWED: MT 1

Originally reviewed as Devil Crash (the Jap version) this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Superb graphics and sound, with a superb pinball feel.

MT RATING: 91%

E

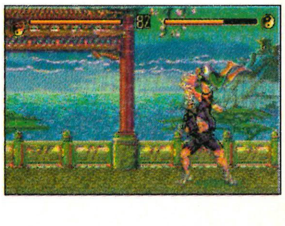


ECCO THE DOLPHIN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 13

Become a dispossessed dolphin which has to solve the puzzles which block his way in over 20 undersea mazes so that he can find his mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

MT RATING: 94%



ETERNAL CHAMPIONS

BY: SEGA
PRICE: £59.99
REVIEWED: MT 25

Rock hard one-on-one beat 'em up with massive longevity, although it loses out to SF II CE in the instinctive play and fluid combos departments. Worth a look if you're terminally bored with defeating Bison, though.

MT RATING: 82%

EX-MUTANTS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12

A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere of the comic well, although the graphics are a bit cheesy.

MT RATING: 89%

F

F1 WORLD CHAMPIONSHIP

BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20

This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. A incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there on pole position on the grid.

MT RATING: 94%

F22 INTERCEPTOR

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

The first Megadrive 'flight simulator' is a pretty simple air combat game in which you first have to train, before being sent on lots of basic missions to various parts of the world. It's fast, fun and simple to get to grips with, and there are loads of little missions to complete.

MT RATING: 88%

FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24

Certainly the best footie game on the Megadrive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.

MT RATING: 92%

FLASHBACK

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 18

Scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.

MT RATING: 94%

G

GAIARES

BY: RENOVATION
PRICE: IMPORT
REVIEWED: MT 2

Yet another horizontally-scrolling space shoot 'em up, but this one has loads of weapons, enemies and levels to keep you occupied as you go on a challenging mission to free the universe of space pirates.

MT RATING: 84%

GAUNTLET 4

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22

The classic coin-op from the mid-'80s finally converted to the MD, and it's not just arcade-perfect, it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.

MT RATING: 94%

GHOSTBUSTERS

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the city into the seventh level of Hell. It goes on for ages.

MT RATING: 86%

GHOULS 'N' GHOSTS

BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH

Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.

MT RATING: 93%

GODS

BY: MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11

Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in his quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it's frustratingly difficult.

MT RATING: 89%

GUNSTAR HEROES

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21

Mega-blasting arcade shoot 'em up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of graphically superb backdrops swarming with gangs of baddies and frighteningly impressive bosses. Incredible animation, plenty of high-octane action and a high degree of originality. Buy, buy, buy!

MT RATING: 95%

GYNOUG

BY: SEGA
PRICE: £39.99
REVIEWED: MT 5

Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot 'em up with fast gameplay, lots of power-ups and spectacular bosses.

MT RATING: 91%

H

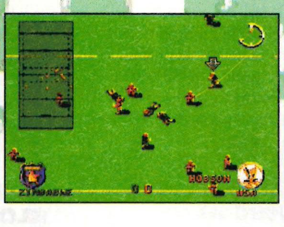
HELLFIRE

BY: SEGA
PRICE: £34.99
REVIEWED: MT 5

A little-known Toaplan coin-op which became a very popular Megadrive game. What makes this different from other horizontally-scrolling blasts is the unusual rotatable guns fitted to the player's ship, allowing clever, tactical blasting. Graphics, of course, are great and it's all just very good fun.

MT RATING: 92%

I



INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19

This Kick-Off-esque rugby sim allows you to play in the big three international rugby union tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out the unusual moves, although the computer teams are a little too good.

MT RATING: 75%

ISHIDO

BY: ACCOLADE
PRICE: £35.99
REVIEWED: MT 2

A board game based on some other ancient puzzle game, in which you have to fill squares on a board with tiles by matching shapes and colours. Unlike most Megadrive puzzle games it doesn't appear to have its roots in Tetris, but it's dead difficult. One for real puzzle maniacs only.

MT RATING: 80%

J

J-LEAGUE PRO-STRIKER

BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19

It's a Jap import, but until FIFA Soccer came along, this was the best and easily the most playable footie game available for the Megadrive. It's the official game of the Japanese League, featuring all the teams and a choice of tournaments. The style is Kick-Off, but the graphics and player animations are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high energy footie action. Only drawback is, all the text is in Japanese.

MT RATING: 93%

JOE MONTANA 3

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

More Amerian football action in a game which combines all the features of the first two Montana games, including the full spoken commentary, the different pitch views and all the teams and plays you'd expect from an American Football game. Good fun, smart graphics and gob-smacking speech, but still not as good a Gridiron simulation as John Madden '92.

MT RATING: 78%

JOHN MADDEN '92

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

Electronic Arts' second American Football game is arguably the best of the lot. A 3D pitch display, and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you're really in the thick of it. In fact, it's such a smart game that you'll enjoy it even if you don't care much for the sport, especially in the superb two-player mode.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

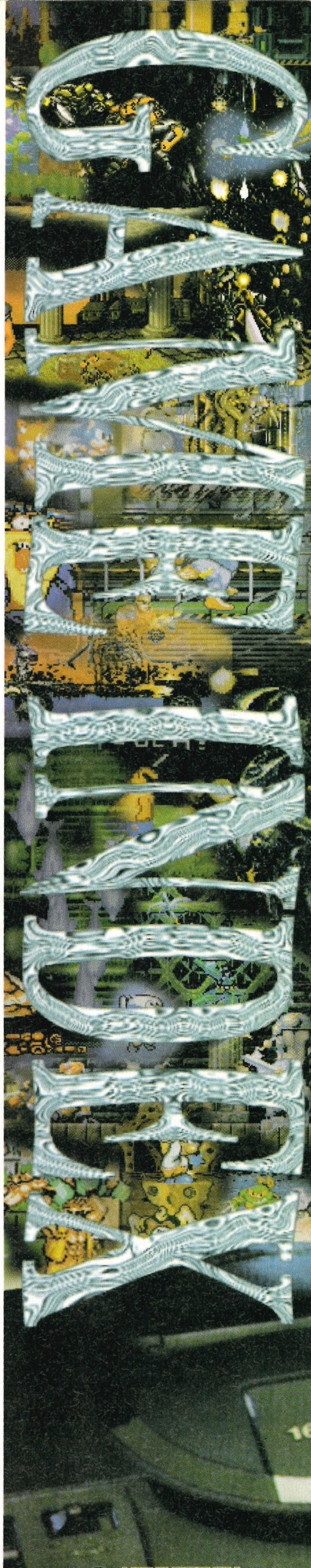
Classic teams, more speech, battery save and extra moves are what this has over JM '92. Apart from that, it's practically the same game, so don't consider buying this if you've got the other (unless you're a real gridiron nutter).

MT RATING: 88%

JOHN MADDEN NFL FOOTBALL '94

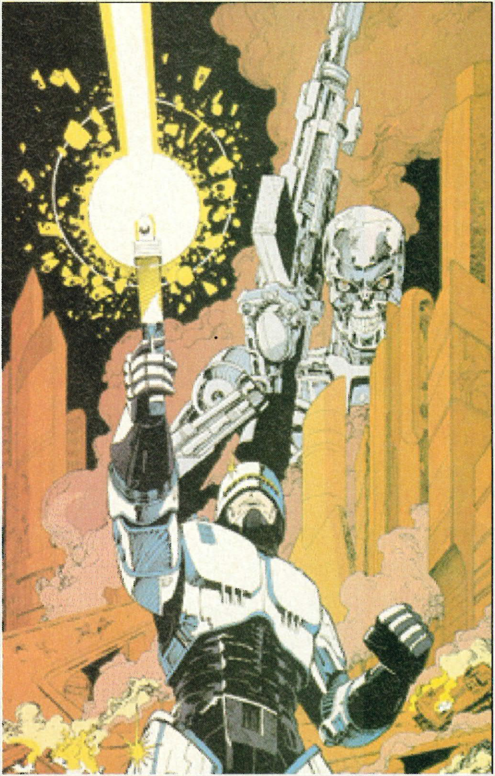
BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced by a



WIN!

ROBOCOP VS TERMINATOR STUFF!



Freshly armed with a '17' rating, Virgin's Robocop Vs Terminator face-off is now blowing away punters in the shops. What's more, to celebrate, those luvverley people at Virgin have given us 10 Robo Vs Term T-Shoirts and loads of pin badges to give away. Just think – armed with one these you'll be so hard you could go out in the snow in just the shirt. If you're a complete divvy, that is... Ah well, usual rules apply, so let's get down to the question:

Who played Robocop in the original film?

A. Paul Weller.
B. Peter Weller.
C. Weller Weller-Weller-Boom (tell me more, tell me more...)

Now send ye answers to:

EEK, GET A TIN OPENER COMP,
MegaTech,
Priory Court,
30-32 Farringdon Lane,
London.
EC1R 3AU

tweaked version of the Bill Walsh College Football. Over 50 NFL teams plus great teams from the past and John Madden's all-time great team feature, but the graphics and gameplay are inferior to the previous two versions.

MT RATING: 84%

K

KLAX

BY TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin to make point-scoring patterns.

MT RATING: 85%

L

LANDSTALKER

BY: SEGA
PRICE: £39.99
REVIEWED: MT 23

The Megadrive's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant storyline, and loads of other stuff – it's excellent.b

MT RATING: 93%

LEMMINGS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

Get the suicidal lemmings across obstacles and into their home in this conversion of the classic puzzle game, which has all the features of the original and more levels.

MT RATING: 92%

LOTUS TURBO CHALLENGE BY ELECTRONIC ARTS

PRICE: £39.99
REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics look like they could have been better.

MT RATING: 85%

M

MAZIN WAR

BY SEGA
PRICE: £39.99
REVIEWED: MT 18

Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but plays well.

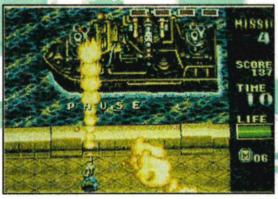
MT RATING: 90%

MEGA-LO-MANIA

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

MT RATING: 92%



MERCS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 1

Commando-style shoot 'em up in which you have to gun your way through hordes of soldiers, destroying tanks, gunboats, etc, buying more destructive weapons as you go. This version includes a second game variation not found in the arcade game in which you have to recruit new allies to fight alongside you. A really good blastfest, but it lacks the arcade game's two-player feature.

MT RATING: 90%

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

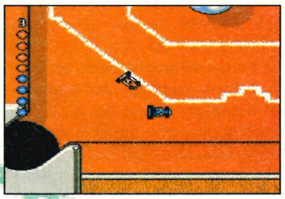
MT RATING: 81%

MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH

The notorious mouse has to rescue his missus, Minnie, from evil witch Mizrabel in this cute and cuddly platform adventure with lots of Disneyesque monsters.
Very playable, but a bit easy to complete.

MT RATING: 84%



MICRO MACHINES

BY: CODE MASTERS
PRICE: £34.99
REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun, but really recreates the childhood feeling of driving toy cars around the garden.

MT RATING: 92%

MIDNIGHT RESISTANCE

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Commandoes-on-platforms blasting action in this arcade conversion. Lots of add-on weapons and bad guys to use them on. You have a good level of control over your bloke, but the game doesn't have the arcade game's two player mode.

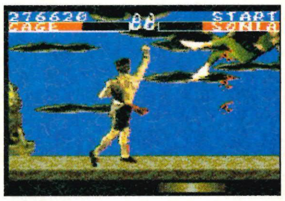
MT RATING: 85%

MIGHT AND MAGIC

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Absolutely gigantic role-playing game with 3D graphics, in which you have to get your party of thieves/warriors/wizards around cities and countryside populated by an incredible range of monsters and villains. Vast depth should keep hardened role players going for ages.

MT RATING: 79%

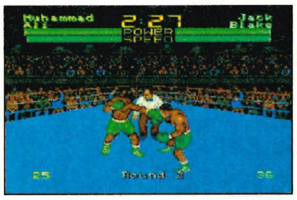


MORTAL KOMBAT

BY: ACCLAIM
PRICE: £49.99
REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat 'em up in a sub-Streetfighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

MT RATING: 90%



MUHAMMAD ALI BOXING

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing simulation in which you can help the legendary Ali recapture his title by beating off nine other heavyweight challengers. The 3D boxing ring graphics, the controls and the whole feel of the game captures the right-there-in-the-ring atmosphere better than any other boxing game.

MT RATING: 92%

N

NHLPA HOCKEY '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10

Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships, and that essential ingredient in any hockey game – a punch-up sub-game when the players start to get under each others' feet. Superb, fast, end-to-end hockey action, with a wonderful two-player option.

MT RATING: 89%

NHL HOCKEY '94

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 22

EA's latest hockey update features slightly faster gameplay, more stats, new one-timer shots, improved action replay facility and, most importantly, compatability with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you've got to have superfast, four-player ice hockey action, this is the game to get.

MT RATING: 90%

P

PGA TOUR GOLF 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13

Seven 3D courses based on real-life PGA Tour venues are the setting for this prime golf simulation. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the pros and battery game save – this cartridge is just loaded with features.

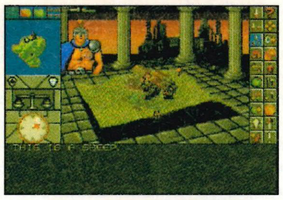
MT RATING: 94%

PHANTASY STAR III

BY: SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH

Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.

MT RATING: 89%



POWERMONGER

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 14

Lead your gang of savages to supremacy on a vast archipelago of islands in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-Lo-Mania, only it's slower, less fun, and takes a much more serious tack. It's very samey throughout, too.

MT RATING: 81%

PUGGSY

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 21

Well designed and thought-out platform-based puzzler with difference. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.

MT RATING: 90%

PUYO PUYO

BY: SEGA
PRICE: IMPORT
REVIEWED: MT 22

Brilliant Columns-style one or two-player puzle game, soon to be officially released as Dr Robotnik's Mean Bean Machine. Highly addictive, requiring fast, logical thinking and swift reflexes to get your little blobs linking up.

MT RATING: 91%

Q

QUACKSHOT

BY: SEGA
PRICE: £39.99
REVIEWED: MT 1

Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other nastier Disney characters. Superb graphics, and quite a testing game although infinite continues make it easier to finish than it should be.

MT RATING: 82%

R

RANGER X

BY: SEGA
PRICE: £39.99
REVIEWED: MT 19

A platform shoot 'em up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. He travels the many scrolling zones, taking out a particular type of target ad anything else that fires back. Fancy graphics and major league bosses raise this above the common herd of shooters.

MT RATING: 94%

RAMPART

BY: TENGEN
PRICE: IMPORT
REVIEWED: MT 13

Odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle you've constructed. Looks about as basic as you can get, but plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.

MT RATING: 90%

REVENGE OF SHINOBI

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Joe Musashi, top ninja, is out to rid the world of a band of gangsters with bases on both sides of the Pacific. Eight lengthy levels of platform beat 'em up action lie afore the player, in which he has to get the mighty Joe past all sorts of supernatural soldiers with only the power of his fists, sword, shurikens and mystical ninja magic.

Excellent graphics, gameplay and sound (music by Yuzo Koshiro of Streets of Rage fame).

MT RATING: 93%

PLAYER A
BIKE
1ST PLACE
MILES
TIME
MPH
PLAYER B
BIKE
2ND PLACE
MILES
TIME
MPH
BUSTED!!

ROAD RASH 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

More no-holds-barred motorbike racing/beat 'em up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two player mode.

Good, fast, violent fun.

MT RATING: 89%

ROBOCOD

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters as only a fish can.

MT RATING: 85%

ROBOCOP VS TERMINATOR

BY: VIRGIN
PRICE: TBA
REVIEWED: MT 24

Loads of weapons, loads of shooting, loads of violence as you play Robocop with the aim of blowing everything onscreen out of sight. The ideal game for prospective serial killers.

MT RATING: 90%

ROCKET KNIGHT ADVENTURES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 20

Rocket-powered opossum Sparkster has to defend the planet Elhorn against the Black Lord and his pig-troops in one of the best platform shoot 'em ups we've seen for a long time. Excellent-looking, with lots of big bosses and original, inventive levels, although it's a bit easy.

MT RATING: 85%

ROLO TO THE RESCUE

BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 14

From the creators of James Pond comes yet another cutesy platform game. This one stars a baby elephant out to find the circus owner who kidnapped his Mum and locked up all the other animals he could find. Rolo has to recruit the freed bunnies, squirrels, etc, and use their varied skills to find him the keys and bits of map which can lead him to his pilfered parent. Simple puzzle gameplay is well thought-out and enjoyable, with over 100 levels and no password system.

MT RATING: 89%

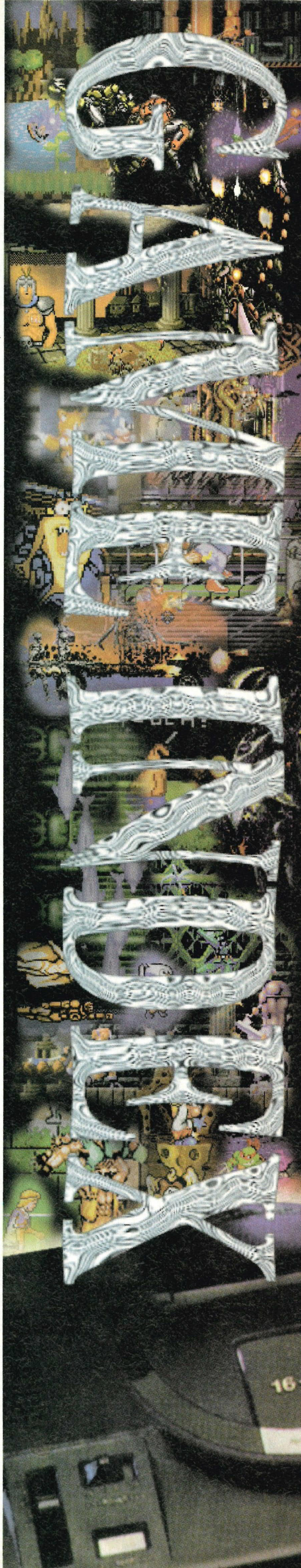
ROLLING THUNDER 2

BY: SEGA
PRICE: £39.99
REVIEWED: MT 17

Someone is blocking satellite communications and it's up to top secret agents codenamed Albatross (player one) and Leila (player two) to find who's at the bottom of the plot and eliminate them. This is yer actual shoot 'em up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.

MT RATING: 89%

S



WIN!

TENGEN GOODIE BAGS!

Tengen have gone into giveaway overdrive this month as they celebrate the imminent release of Dragon's Revenge for the Megadrive. In fact, so chuffed are they with their follow-up to Dragon's Fury that they've put ten Tengen goodie bags up for grabs. Containing a limited edition T-shirt, a huge poster and loads of stickers and stuff, you won't find these bags anywhere else – so get your thinking caps on. To win one of these luvverley bags, simply answer the following question:

Which film licence have Tengen recently acquired?

A. Rain Man.
B. The Omega Man.
C. The Lawnmower Man.

Done that? Yeah, a bit easy wasn't it? Ah well, pop your answer on to the back of a postcard and send it to:

SURE PLAYS A MEAN PINBALL COMP,
MegaTech, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

WIN!

EVEN MORE QUICKSHOT PADS!

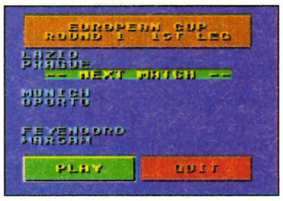
Is there no end to Quickshot's generosity? Apparently not as, once again, they have put up fifteen new joypads for a little compette such as this. This time, they're offering the all-new, all-singing, all dancing Starfighter 3 B. One of their more compact and bijou models, the Starfighter is your basic Megadrive pad – no frills, just rapid response. We like this one, and here's your chance to win one – right after this question:

Which of the following is not a joypad feature?

A. Auto-Fire.
B. Slow-Mo Button.
C. Wings.

Now get a-scribbling and send your answer to:

SCANTY PADS COMP,
MegaTech,
Priory Court,
30-32 Farringdon Lane,
London.
EC1R 3AU.



EUROPEAN CUP
ROUND 1 1ST LEG
LAZIO
PRAGUE
-- NEXT MATCH --
MUNICH
OPORTO
FEYENOORD
WARSAW

SENSIBLE SOCCER

BY: SONY
PRICE: £39.99
REVIEWED: MT 24

Sensible Software's classic footie sim finally reaches the Megadrive, but compared to the likes of J-League and FIFA, it comes across as very old-fashioned. Playability is it's strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.

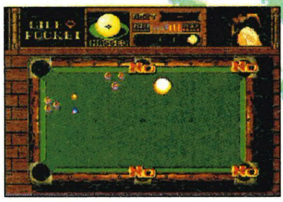
MT RATING: 80%

SHINOBI III

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21

Joe Mushashi's third visit to the Megadrive produces one of the best MD action titles around! Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for action fans – there's even a horseback section and a level where he takes to a rocket-powered surfboard to take on his arch-enemies, the Zeed.

MT RATING: 93%



SIDE POCKET

BY: SEGA
PRICE: £34.99
REVIEWED: MT 17

An American Pool simulation this, in which you can play solo or two player games, 'pocket' games, nine ball games or mess around with a trick shot option. There's also a tournament mode in which you get to tour the bars of America looking for competition. Good ball movement and control, although pool and snooker purists may turn their noses up at it.

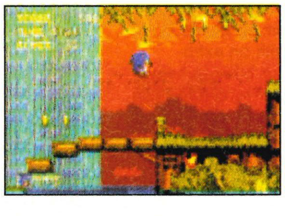
MT RATING: 80%

SONIC THE HEDGEHOG

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

If you don't know about this already, WAKE UP!!!.

MT RATING: 83%



SONIC 2

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle with Robotnik, but this time there are more traps, more levels, more monsters and... more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant. The 3D bonus game is a real wow! It's a bit easy to complete, though definitely not as easy as the first game.

MT RATING: 95%

SONIC SPINBALL

BY: SEGA
PRICE: £49.99
REVIEWED: MT 24

Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. However, there's not really enough there to warrant the asking price.

MT RATING: 86%

SPIDERMAN

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

The nasty King Pin has planted a bomb under New York, and blamed your friendly neighbourhood Spiderman! As Spidy, you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys and a fair few Marvel supervillains in the one game that really makes good use of the character. Loads of challenging levels, excellent fun.

MT RATING: 91%

STAR CONTROL

BY: ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH

It's up to you to take on the twelve spaceships of the Empire races in one of the twelve ships of Earth's Alliance in open space combat. Take on a friend, head to head, or play a drawn-out strategy game variation. One of the best two-player Megadrive games ever. Learning the tactics and using the wild weapons is great fun.

MT RATING: 90%

STREETFIGHTER II SCE

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23

It's up to you to take on the twelve spaceships of the Empire races in one of the twelve ships of Earth's Alliance in open space combat. Take on a friend, head to head, or play a drawn-out strategy game variation. One of the best two-player Megadrive games ever. Learning the tactics and using the wild weapons is great fun.

MT RATING: 90%

STREETS OF RAGE 2

BY: SEGA
PRICE: £44.99
REVIEWED: MT 13

Sequel to the excellent urban beat 'em up, with two new characters, more moves and much improved graphics. One or two players can brave the scrolling back alleys and back bars to rescue their captured buddy from the clutches of an evil gangster and his many and varied cronies. Amazing graphics and sounds, and really enjoyable gameplay, although it's rather easy.

MT RATING: 94%

SUNSET RIDERS

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16

The only cowboy shoot 'em up on the Megadrive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing wild west women. Two-player co-operative mode, shoot-out option and horseback bonus section are added bonuses. Excellent fun, but a bit short, with only four levels.

MT RATING: 87%

SUPER KICK OFF

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 15

Conversion of that seminal piece of soccer software. Loads of options for different tournaments, weather conditions, strip colours – the lot. And real teams, British and Continental (though not real players, British or Continental). You can even save your teams and progress through championships onto battery-backed memory.

s Super Kick Off's feel and playability is unrivalled by any other football game on the Megadrive at the moment.

t £45? Seems a bit steep, isn't it?

MT RATING: 75%

SUPER OFF-ROAD

BY: ACCOLADE
PRICE: £34.99
REVIEWED: MT 6

Super Sprint-style race game in which you drive a little monster truck around bouncy courses in the pursuit of three computer opponents (though one can be another player) and prize money. The cash lets you upgrade your truck with new engine bits and so on.

MT RATING: 83%

TAZ-MANIA

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6

Another Saturday morning cartoon

becomes a Megadrive platform game. Taz (the Tazmanian Devil) has to whirl his way around the deserts, jungles, and abandoned mines of the Tazmanian islands on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's one of the easiest Megadrive games ever.

MT RATING: 82%

TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16

Much like the popular coin-op, this is a scrolling beat 'em up in which one or two players can take their favourite Turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

TERMINATOR 2

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 13

This Terminator game is based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators marching out of the screen at you. Works with Sega's Menacer light gun to make it even more like the arcade game. Watch out! – the third level is so hard it's mega-annoying!

MT RATING: 86%

THUNDERFORCE III

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Six level space shoot 'em up with loads of extra weapons, massive boss monsters and weird scenery to keep the player occupied. A very addictive blast.

MT RATING: 89%

THUNDERFORCE IV

BY: SEGA
PRICE: £39.99
REVIEWED: MT 9

More space shoot 'em up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head and possibly into a low Earth orbit.

MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17

One of the best platform romps around – takes all the best bits from the genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy, though, despite its loveliness.

MT RATING: 94%

TOE JAM AND EARL

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Toe Jam and Earl are two 'spaced-out' aliens who've crash-landed on a strange world of 20-odd levels arranged like floors in a department store. Their objective is (either on their own or together, this being a game with a two-player option) to avoid getting knackered by all the crazy inhabitants of the planet and find the bits of their spaceship so they can escape. Lots of wacky noises, kooky graphics and the two-player option make the very basic gameplay fun.

MT RATING: 82%

TOE JAM AND EARL 2

BY: SEGA
PRICE: £49.99
REVIEWED: MT 25

Toe Jam & Earl's second outing on the MD is a massive 16-Meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. The idea is to trap all the horrible humans who are causing havoc on Funkotron, but you can have loads of fun (on your own or, even better, co-operating with a friend) just exploring the wild and wonderful planet and meeting all TJ & E's funky friends. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

MT RATING: 91%

TWO CRUDE DUDES

BY: SEGA
PRICE: £34.99
REVIEWED: MT 5

One or two players can be the crude dudes – fat punks who have to fight through post-holocaust suburbia looking for the labs where sinister scientists are churning evil mutants out of their test tubes. Cartoony, comedy beat 'em up action is the order of the day, with our two heroes grabbing anything they find (telephone poles, cars, tanks, each other) to club the opposition into submission. Great graphics, great fun, but dead easy.

MT RATING: 84%

➲ W

WARSONG

BY: TRECO
PRICE: IMPORT
REVIEWED: MT 4

A fantasy strategy game in which you have to lead your army of wizards, warriors and assorted mythical beasts into battle in several scenarios with the overall goal of regaining your throne. Simple controls and fun battle scenes make this enjoyable even for someone who's usually not that keen on this sort of game.

MT RATING: 85%

WIZ 'N' LIZ

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 22

Manic and superfast game where the aim is to save bunny wabbits which then release letters with which you have to complete the word at the top of the screen. Two-player mode is great fun, and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay

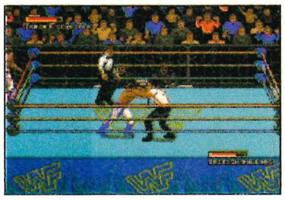
MT RATING: 86%

WORLD OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12

Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around numerous levels of platforms and other obstacles, helping each other out if your playing with both characters in two-player mode. Features the best graphics of any Disney game yet, and you can play slightly different games by choosing to play as Mickey or Donald or both together (in which they have to co-operate). Definitely aimed at younger players – very easy to finish.

MT RATING: 90%



WWF WRESTLEMANIA

BY: FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13

Become your favourite fat, spangly wrestler and use their own special moves in this game of the phenomenon. Recreates pretty well the in- and out-of-ring shenanigans which make this branch of the sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and successfully gets across the excitement of the 'real' thing.

MT RATING: 84%

➲ Z

ZERO WING

BY: SEGA
PRICE: £19.99
REVIEWED: MT 5

Evil space pirates have reneged on a treaty they signed with us Earthlings and have attacked our space cruisers. Only one Zig space fighter escaped the conflagration and you're at the controls, so now you have to pilot your Zig into enemy territory and give them some hot laser death right where they live. Unfortunately, there are only three weapon types to play with, and the action isn't particularly varied.

MT RATING: 82%

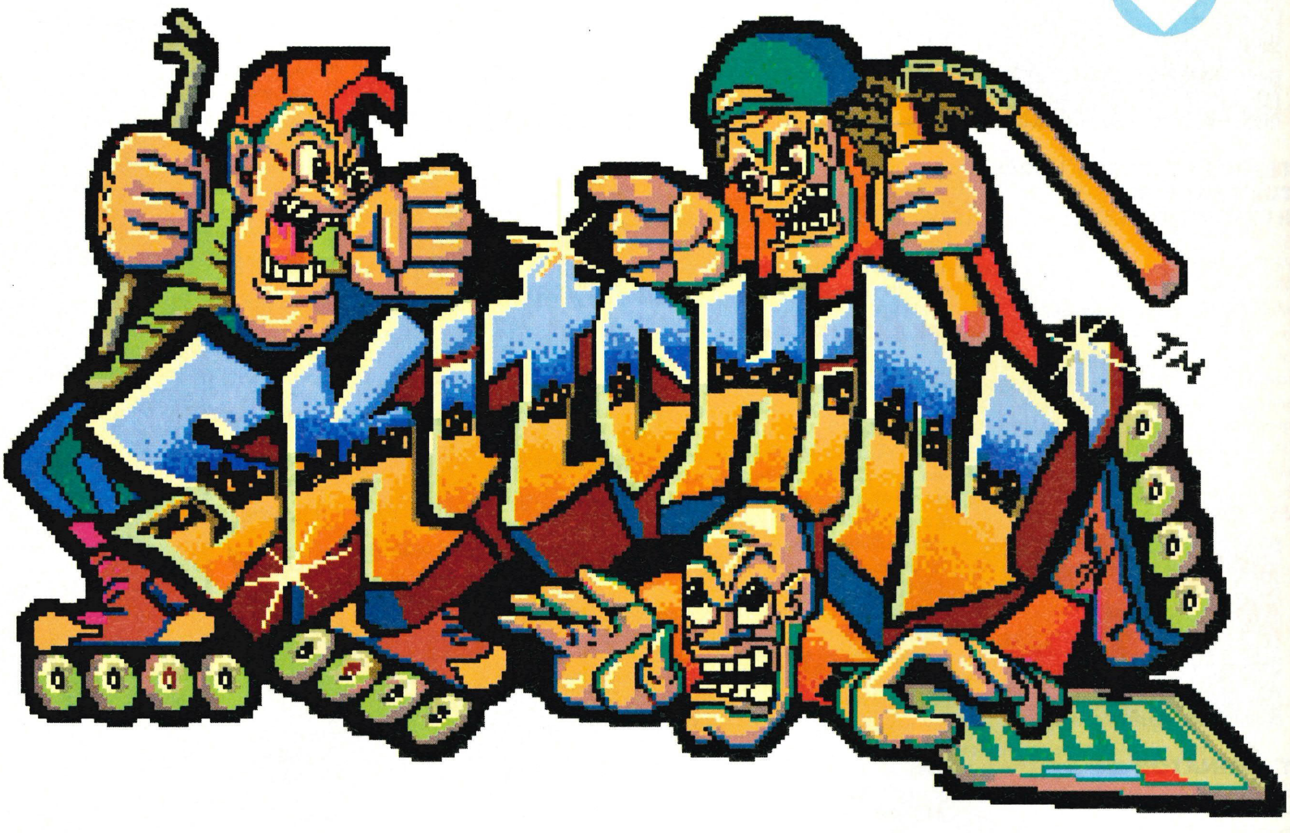
ZOMBIES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 22

Eek! Assorted B-movie baddies are running amok, and it's your job (as a male or female hero) to round up all the civilians before heading for the next stage. Numerous film tie-in ideas add to the fun, and there's dozens of power-ups and special weapons to collect as you go. Excellent!

MT RATING: 90%

NEXT MONTH



MEGATECH 27 COMING SOON

With the World Cup only inches away we will taking a look at a couple of brand, spanking new footy games namely MARKO'S MAGIC FOOTBALL, SENSIBLE SOCCER CD and RYAN GIGGS SOCCER. Also, to keep in with a decidedly sporty theme we will have a fascinating roller skating game called SKITCHIN and a number of exciting basketball sims! Sounds intriguing. Plus, we will hopefully be taking a gander at PRINCE OF PERSIA, SHADOW OF THE BEAST II, LUNAR CD, REN & STIMPY and (if we're lucky) FATAL FURY 2!

Dedicated to bringing you the most informative previews, reviews and hot news, you'd be a fool to miss next months electric issue of MEGATECH. On sale 20th February.

MEGADRIVE /MEGA CD 1 & 2 DEALS

ALL GENUINE UK VERSIONS

Megadrive 1 & 2 and Mega CD 1 & 2 are all cross compatible with each other

MEGADRIVE 2 + ALADDIN & TWO SEGA JOYPADS - 112.99

MEGADRIVE 2 WITH SONIC 2 & TWO SEGA JOYPADS - 112.99

MEGADRIVE 2 WITH SIX GAMES; REVENGE OF SHINOBI, GOLDEN AXE, STREETS OF RAGE, SUPER MONACO GRAND PRIX, SUPER THUNDERBLADE, ALIEN STORM & TWO SEGA JOYPADS - 129.99

MEGA CD 2 WITH SEVEN GAMES
SOL FEACE, COBRA COMMAND, COLUMNS, STREETS OF RAGE, SUPER MONACO GRAND PRIX, GOLDEN AXE & REVENGE OF SHINOBI . CONNECTS TO MEGADRIVE 1 OR 2 TO PLAY ALL MEGA CD TITLES. (DOES NOT INCLUDE MEGADRIVE) . SAVE £30 ....239.99

MEGADRIVE 1 WITH FOUR GAMES: SONIC 1, REVENGE OF SHINOBI, STREETS OF RAGE AND GOLDEN AXE & TWO SEGA JOYPADS ...129.99

MEGA CD 1 WITH SEVEN GAMES
SOL FEACE, COBRA COMMAND, COLUMNS, STREETS OF RAGE, SUPER MONACO GRAND PRIX, GOLDEN AXE & REVENGE OF SHINOBI . CONNECTS TO MEGADRIVE TO PLAY ALL MEGA CD TITLES. (DOES NOT INCLUDE MEGADRIVE) . SAVE £30 ....239.99

SONY KVM1400 14" FST COLOUR TV/MONITOR WITH REMOTE CONTROL.

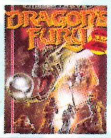
60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE OR SNES).
FREE £10 SPECIAL RESERVE GIFT VOUCHER

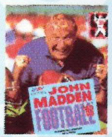
SONY TV (GREY) 194.99
SONY TV (WHITE) 194.99
SONY TV WITH FASTEXT 249.99

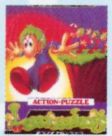
For a free colour catalogue call
0279 600204

ALADDIN
39.99


DRAGONS FURY
15.99

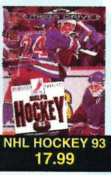
EURO SOCCER
15.99

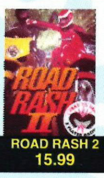

JOHN MADDEN
15.99


LEMMINGS
17.99

MEGA GAMES 1
15.99

SONIC 2
15.99


NHL HOCKEY 93
17.99


ROAD RASH 2
15.99

SPEEDBALL 2
18.99

MEGADRIVE GAMES

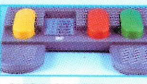
	RRP	OUR PRICE
ALADDIN	49.99	39.99
ALIEN 3	39.99	30.49
ANOTHER WORLD	39.99	30.49
ARCH RIVALS	37.99	30.49
ASTERIX - THE GREAT RESCUE	49.99	39.99
BILL WALSH COLLEGE (US) FOOTBALL (EA FOUR PLAYER GAME)	44.99	35.99
BLADES OF VENGEANCE (NEW)	44.99	35.99
BONANZA BROTHERS	19.99	17.49
BUBSY BOBCAT	39.99	30.49
BULLS VS BLAZERS	39.99	30.49
CHUCK ROCK 2: SON OF CHUCK	44.99	35.99
CLIFFHANGER	39.99	30.99
COOL SPOT	44.99	35.49
COSMIC SPACEHEAD (NEW)	39.99	31.99
DAVIS CUP TENNIS	44.99	35.99
DESERT STRIKE	39.99	30.49
DOUBLE DRAGON	29.99	20.99
DRACULA	39.99	30.99
DRAGON'S FURY	39.99	15.99
EA SPORTS SOCCER (EA FOUR PLAYER GAME)	44.99	36.49
ECCO (DOLPHIN)	39.99	30.49
EURO CLUB SOCCER	39.99	15.99
F15 STRIKE EAGLE 2	44.99	35.49
FANTASTIC DIZZY	39.99	31.49
FATAL FURY	44.99	35.99
FATAL LABYRINTH	19.99	17.49
FLASHBACK	44.99	35.99
FLINTSTONES	39.99	31.49
FORMULA ONE RACING	49.99	39.99
GAUNTLET 4	44.99	36.49
GENERAL CHAOS (EA FOUR PAYER GAME)	44.99	35.99
GHOULS N GHOSTS	44.99	17.99
GODS (NEW)	39.99	29.99
GOLDEN AXE	19.99	17.49
HARDBALL 3	39.99	30.49
HOOK	39.99	30.99
INDIANA JONES 3	39.99	31.99
JAMES POND 3	44.99	35.99
JOHN MADDEN '93	39.99	15.99
JOHN MADDEN '94		35.99
JOHN MADDEN AND EA ICE HOCKEY	39.99	31.49
JUNGLE STRIKE	44.99	35.99
JURASSIC PARK	49.99	39.99
LAST ACTION HERO	39.99	30.99
LEMMINGS	39.99	17.99
LETHAL ENFORCERS (WITH LIGHT GUN)	64.99	54.99
LOTUS TURBO CHALLENGE	39.99	30.99
MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON)	39.99	15.99
MICKEY AND DONALD - WORLD OF ILLUSION	39.99	15.99
MICRO MACHINES	34.99	28.49
MIG 29 FIGHTER PILOT	44.99	35.99
MORTAL KOMBAT	49.99	42.49
MUHAMMAD ALI BOXING	44.99	35.99
MUTANT LEAGUE FOOTBALL	39.99	30.49
NHL HOCKEY '94 (EA FOUR PLAYER GAME)	44.99	36.49
NHL PA ICE HOCKEY '93	39.99	17.99
OTTIFANT	44.99	36.49
PELE (NEW)	39.99	29.99
PGA GOLF 2	39.99	30.49
PINK PANTHER	44.99	39.99
POPULOUS	39.99	31.99
POPULOUS 2	44.99	35.99
PUGGSY	39.99	30.99
RANGER-X	44.99	35.99
ROAD RASH 2	39.99	15.99
ROBOCOP VS TERMINATOR	44.99	36.49
ROCKET KNIGHT ADVENTURES	44.99	35.49
RUGBY 2	39.99	31.49
SENNA SUPER MONACO	39.99	30.49
SENSIBLE SOCCER	39.99	30.99
SHINOBI 3 (RETURN OF THE NINJA MASTER)	44.99	35.99
SNAKE RATTLE AND ROLL	44.99	36.49
SONIC 2	39.99	15.99
SONIC SPINBALL	49.99	39.99
SPEEDBALL 2	34.99	18.99
SPIDERMAN	19.99	17.49
STREETFIGHTER 2 - CHAMPIONSHIP EDITION	59.99	47.99
STREETS OF RAGE	34.99	19.99
STREETS OF RAGE 2	44.99	35.49
STRIDER	44.99	17.99
SUMMER CHALLENGE	39.99	30.49
SUNSET RIDERS	39.99	30.49
SUPER KICK OFF	44.99	35.99
SUPER OFF ROAD RACER	29.99	19.99
SWORD OF VERMILLION	49.99	27.49
SYLVESTER AND TWEETY	39.99	34.99
TAZMANIA	39.99	24.99
TEENAGE MUTANT HERO TURTLES	44.99	35.49
TEENAGE MUTANT HERO TURTLES - TOURNAMENT FIGHTERS	49.99	41.99
TESTDRIVE 2	29.99	21.49
THUNDERFORCE 4	39.99	28.99
TINY TOONS	39.99	30.49
TOE JAM AND EARL	39.99	19.99
ULTIMATE SOCCER	44.99	35.99
VIRTUAL PINBALL (NEW)	44.99	35.99
VISIONARY (WAS BODY COUNT)	44.99	36.49
WINTER OLYMPICS	49.99	39.99
WIZ 'N' LIZ	39.99	30.99
WWF ROYAL RUMBLE	49.99	43.99
WWF WRESTLEMANIA	37.99	20.99
X-MEN	39.99	30.49
ZERO WING	19.99	17.49
ZOMBIES	39.99	32.99
ZOOL	44.99	36.49

MEGA CD GAMES

	RRP	OUR PRICE
BATMAN RETURNS	49.99	39.99
BEAST 2 (NEW)	34.99	29.99
BLACK HOLE ASSAULT	39.99	24.99
CHUCK ROCK 2: SON OF CHUCK	44.99	36.49
DRACULA	44.99	36.49
DUNE	44.99	36.49
ECCO THE DOLPHIN	44.99	36.49
FINAL FIGHT	39.99	32.49
HOOK	44.99	36.49
JAGUAR XJ220	44.99	36.49
LETHAL ENFORCERS (WITH LIGHT GUN)	54.99	45.99
MICROCOSM (NEW)	49.99	39.99
MUSIC VIDEO : INXS	44.99	35.99
MUSIC VIDEO : KRISS KROSS	44.99	36.49
NIGHT TRAP (2 CDS) RATED 15 YEARS OR OVER	49.99	39.49
PRINCE OF PERSIA	44.99	34.49
PUGGSY (NEW)	39.99	31.99
ROAD AVENGER	39.99	32.49
SEWER SHARK	44.99	36.99
SHERLOCK HOLMES 2	44.99	36.49
SILPHEED	49.99	39.99
SONIC CD	44.99	36.49
TERMINATOR	44.99	36.49
THUNDERHAWK	44.99	36.49
WOLF CHILD	39.99	24.99

JOYPADS

FREEWHEEL STEERING WHEEL FOR MEGADRIVE. PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. CAN BE USED WITH FOOT PEDAL. 23.99


QUICKJOY FOOT PEDAL (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES - CAN BE USED WITH FREEWHEEL STEERING WHEEL) 19.99

QUICKJOY SG PROGRAM PAD PROGRAMMABLE JOYPAD. 29.99

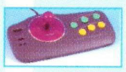
SEGA SIX BUTTON CONTROL PAD 15.99

SUNCOM CYBERPAD PROGRAMMABLE JOYPAD CAN HOLD TWO PRESET MOVES IN MEMORY. REQUIRES ONE X "AAA" SIZE BATTERY. 24.99

QUICKJOY SG PROPAD (WITH SLOW MOTION AND TWO SPEED AUTOFIRE) 12.99

LOGIC 3 LOGIPAD SG .THE WORLD'S FIRST FULLY MICROSWITCHED JOYPAD. WITH AUTO FIRE. 13.99

QUICKJOY MEGASTAR JOYSTICK (WITH AUTOFIRE & SLOW MOTION, INDUSTRIAL STRENGTH MICROSWITCHES AND SHOCK ABSORBED BODY) 19.99


SAITEK MEGAMASTER II JOYSTICK WITH AUTOFIRE AND SLOW MOTION (MICROSWITCHED) 19.99

TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION) 9.99

QS135 PYTHON JOYSTICK (WITH AUTO FIRE) 9.99

SAITEK MEGA GRIP IV WITH AUTOFIRE 11.99

SAITEK MEGAPAD 4 WITH AUTOFIRE AND SLOW MOTION 11.99

TURBO TOUCH 360 FOR MEGADRIVE (TOUCH SENSITIVE JOYPAD WITH AUTOFIRE) 19.49

LEADS

HI-FI LEAD - MEGADRIVE TO STEREO SYSTEM. ALLOWS MEGADRIVE 1 TO BE CONNECTED TO STEREO VIA MEGADRIVE HEADPHONE SOCKET AND HI-FI PHONO SOCKETS. 6.99

MONITOR LEAD - MEGADRIVE TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR 8.99

SCART LEAD - MEGADRIVE 1 TO TELEVISION WITH SCART INPUT ...9.99

MISC

ACTION REPLAY PRO CARTRIDGE FOR MEGADRIVE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.) ...36.99

GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) 37.99

DUST COVER FOR MEGA CD 1 AND MEGADRIVE 1 ....5.99

DUST COVER FOR MEGADRIVE 1...4.99

FOUR PLAYER ADAPTOR FOR MEGADRIVE. ALLOWS GAMES MARKED 'EA FOUR PLAYER GAME' IN CATALOGUE TO BE PLAYED BY FOUR PEOPLE SIMULTANEOUSLY. 25.99

FOR A FREE 12 PAGE COLOUR CATALOGUE PLEASE CALL
0279 600204

MANGA VIDEOS

WE ONLY ACCEPT POSTED/FAXED ORDERS FOR VIDEOS WITH AN 18 CERTIFICATE. PLEASE WRITE 'I AM OVER 18' ON YOUR ORDER.

3X3 EYES (RATED 18)	10.99
3X3 EYES PART 2 (RATED 15)	8.99
AKIRA (RATED 15)	12.99
DOMINION TANK POLICE 1 AND 2 (RATED 15)	12.99
DOMINION TANK POLICE 3 AND 4 (RATED 15)	12.99
DOOMED MEGALOPOLIS 3 (RATED 15) •	8.99
FIST OF THE NORTH STAR (RATED 18)	12.99
PROJECT A-KO (RATED 15)	12.99
R.G. VEDA (RATED PG)	12.99
WICKED CITY (RATED 18)	12.99

CHELMSFORD CLUB SHOP

OPEN 10am 'til 8pm 7 DAYS A WEEK

43 Broomfield Road,
Chelmsford, Essex.
(Just round the corner from the Bus Station)

GAME GEAR DEALS

GAME GEAR WITH COLUMNS GAME (NO MAINS ADAPTOR) GENUINE UK VERSION.
SAVE £10 ....69.99

GAME GEAR WITH FOUR GAMES (NO MAINS ADAPTOR) CHAMPIONSHIP TENNIS, PENALTY KICK, COLUMNS FLASH AND PAN AMERICAN ROAD RALLY GAMES ON ONE CARTRIDGE. GENUINE UK VERSION 89.99

GAME GEAR GAMES

ADVENTURE ISLAND 2 •	20.99
ALFRED CHICKEN	23.99
ALLEYWAY	13.49
ASTERIX	23.99
ASTEROIDS	12.99
BATMAN - THE ANIMATED SERIES	21.99
BATTLETOADS	21.49
BATTLETOADS IN RAGNAROK'S WORLD	21.99
BILL AND TED'S EXCELLENT ADVENTURE	17.49
BIONIC COMMANDO	21.49
CASTLE QUEST •	20.99
CHUCK ROCK	20.99
CLIFFHANGER •	20.99
DARKWING DUCK	25.49
DR. FRANKEN 2	23.99
DR. MARIO	20.49
DRACULA	20.99
EMPIRE STRIKES BACK	21.49
F15 STRIKE EAGLE	23.49
FELIX THE CAT •	20.99
FLINTSTONES	21.49
FORMULA 1 RACE (WITH FOUR PLAYER ADAPTOR)	25.49
FRANKY, JOE AND DIRK ON THE TILES •	21.99
GARFIELD	24.99
GEAR WORKS	20.99
GOAL •	21.99
GOLF	18.49
HUMANS •	21.99
JACK NICKLAUS GOLF	21.49
JURASSIC PARK	25.99
KID DRACULA	22.49
KIRBY'S DREAMLAND	20.49
KRUSTYS FUN HOUSE	19.49
LAMBORGHINI •	21.99
LAST ACTION HERO	20.99
LAWNMOWER MAN	23.49
LEMMINGS	22.49
LETHAL WEAPON	23.99
MEGA MAN 2	20.49
MORTAL KOMBAT	26.99
MUHAMMAD ALI BOXING •	23.99
MYSTIC QUEST	25.49
NIGEL MANSELL'S WORLD CHAMPIONSHIP	22.49
NINTENDO WORLD CUP	20.49
PANG •	20.99
PIERRE LE CHEF - OUT TO LUNCH •	23.99
PINBALL DREAMS	21.99
PRINCE OF PERSIA	21.49
REN AND STIMPY	22.99
ROAD RASH	23.49
SENSIBLE SOCCER •	20.99
STAR TREK	25.49
STAR WARS	22.49
SUPER JAMES POND	23.49
SUPER MARIO LAND 2	25.49
TENNIS	19.49
TERMINATOR 2	13.99
TESSERAE •	17.99
THE SIMPSONS - ITCHY AND SCRATCHY	23.99
TINY TOON ADVENTURES	21.49
TIP OFF (BASKETBALL)	23.49
TITUS THE FOX •	21.99
TOM AND JERRY 2	23.99
TOTAL CARNAGE •	23.99
TROLLS •	23.99
VIKING CHILD •	21.99
WWF KING OF THE RING •	23.99
ZELDA - LINK'S AWAKENING	22.49
ZEN - INTERGALACTIC NINJA	22.49

LOTS OF GAME GEAR PERIPHERALS AVAILABLE

PLEASE NOTE:
PRICES VALID UNTIL JANUARY 31ST 1994.
If ordering after this date, please phone Sales to check for any price changes.

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys!

NRG

Special Reserve

The Games Club

Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine
CHOOSE from our Huge Selection
BUY at Best Possible Prices
SAVE with our Special Deals
SAVE more with our XS Coupons
WIN up to £10,000 worth of prizes FREE

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **BIG £10,000 TARGET PRIZE COMPETITIONS**. In every issue of NRG, exclusive to members, free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!
Order/Confirmation/Receipt sent for every order.
You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines)
Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.
Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.
All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.00**	**7.00**	**14.00**
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON TELEPHONED ORDERS.(UK)
(PLEASE PRINT IN BLOCK CAPITALS)
RAIN

Name______________________________

Address____________________________

____

______________________Postcode_________

Phone ______________Machine__________

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00

item______________________

item______________________

item______________________

item______________________

ALL PRICES INCLUDE UK POSTAGE & VAT £

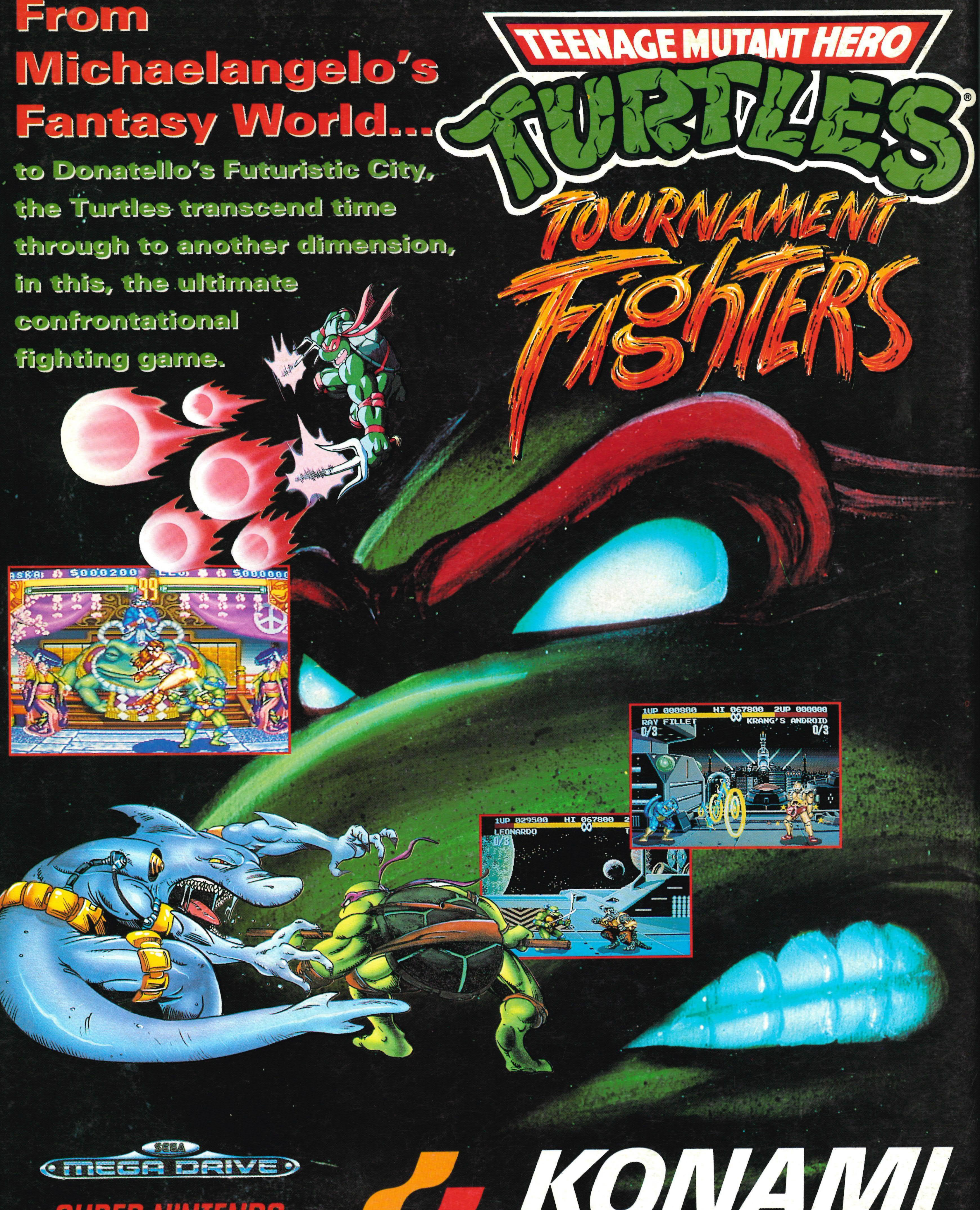
Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No______)

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Card
expiry date__________Signature______________________

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): **Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.**
Overseas orders must be paid by credit card.



TEENAGE MUTANT HERO
TURTLES®
TOURNAMENT
FIGHTERS
ASKA $000200 LEO $000000
99
1UP 000800 HI 067800 2UP 000000
RAY FILLET ∞ KRANG'S ANDROID
0/3 0/3
1UP 029500 HI 067800
LEONARDO ∞
0/3
SEGA
MEGA DRIVE
SUPER NINTENDO
ENTERTAINMENT SYSTEM

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

KONAMI

Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

Teenage Mutant Hero Turtles and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios exclusively licensed by Surge Licensing Inc.